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NEDL TRANSFER



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CHESS FRUITS.

THOMAS B. ROWLAND
AND
FRIDESWIDE F. ROWLAND.

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SILAS W. HOWLAND

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CHESS FRUITS:

A SELECTION OF

DIRECT MATE, SELF-MATE, PICTURE AND
LETTER PROBLEMS, POEMS, AND
HUMOUROUS SKETCHES,

FROM THE COMPOSITIONS OF

THOMAS B. ROWLAND.

A FEW OF

FRIDESWIDE F. ROWLAND'S

LATEST PRODUCTIONS.

POPULAR GAMES BY LEADING PLAYERS
AND OTHERS OF GENERAL INTEREST.

DUBLIN :

THOMAS B. ROWLAND AND FRIDESWIDE F. ROWLAND,
LEINSTER LODGE, CLONTARF.

1884.

SG 3655.347.12

✓

HARVARD COLLEGE LIBRARY
BEQUEST OF
SILAS W. HOWLAND
NOVEMBER 8, 1938

J. E. WHEATLEY & CO., PRINTERS,
HUDDERSFIELD.

TO
THE RIGHT HONOURABLE
The Earl of Dartrey, K.P.,
THIS VOLUME IS DEDICATED,
BY PERMISSION,
AS ONE OF THE LEADERS OF CHESS IN
GREAT BRITAIN AND IRELAND,
BY THE AUTHORS.

To the Earl of Dartrey.



Thou noble patron of our Royal Game,
How doth Caïssa in thy honoured name
Exult, and place it on her roll of fame !

Ever thou ready art to aid her cause,
And to inspire her Knights to win applause ;
Regardless they of danger, distance, time,
Tured on by Dartrey's smile to higher climb.

Onward they go through game or problem fine,
Full of the raciness of mellow wine.

Deep as in earth do golden nuggets hide,
And stones of priceless worth lie side by side ;
Rich gems unseen by stranger passing by :
Thus are the gems of Chess hid from the eye,
Requiring skill their beauties to descry.
Each one a pearl, or diamond hard and bright,
Yielding to all who find it pure delight.

Preface.

 WING to the very favourable reception of *Chess Blossoms* (now sold out), and the kind encouragement of our numerous friends, we were induced to compile this little work which mainly comprises the compositions of Mr. T. B. Rowland, and which forms a sequence to *Chess Blossoms*, trusting that our efforts will give as much pleasure as we have had in perusing the works of others. That there is a charm in the art of composing Chess problems is well known, greater the charm when the author is rewarded by the pleasure his compositions afford to others. Such a reward is all we seek for in presenting *Chess Fruits* to the world wherein it will meet with the many varied tastes of its readers to be approved of or pierced by the critic's pen. Some unripe fruit may appear herein, if so, we trust that the finder will bear in mind that few gardens produce fully cultured crops.

We sincerely thank all those Chess editors, at home and abroad, who have so kindly announced the publication of this work and aided us in bringing it out, also our many friends whose names appear in our subscribers' list for their friendly support.

Dublin, October, 1884.

List of Subscribers.



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The Right Hon. Lord Ardilaun.
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Lavater, Frau Elise (Zurich)	Nolan, Miss T.
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Leather, C. J.	Nolan, A. J.
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Lynch, John T.	Planck, C., M.A.
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Mac Manus, J. W., Jr.	Prideaux, H. Maxwell
McCarthy, C., L.R.C.P.	Quarry, Miss S.
McCarthy, Dr. Henry	Ranken, Rev. C. E.
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Macartney, David	Roche, M.
Mackay, Donald	Robb, W. G.
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	Robinson, G. J.

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Smith, T. O., M.B.	Wayte, Rev. W.
Smith, W. P.	Wayte, W. J.
Smith, H. W., (Kingston, Jamaica)	Watkinson, John (4)
Smith, Mrs. A.	West, James
Smyth, Alex. R.	West, George
Smythe, Goodwin K.	Williams, Richard Wheatley
Snow, J., & Co.	Winer, W. M. (Thurlow, Pa)
Strong, Miss M. A.	White, J. (4)
Sury, M. (Paris)	Wood, William
Tarner, Miss	Wood, T. Winter
Taylor, J. F., B.L.	Wood, E. J. Winter (2)
	Wood, C. Winter
	Woollard, J. A.
	Wraith, H. L.



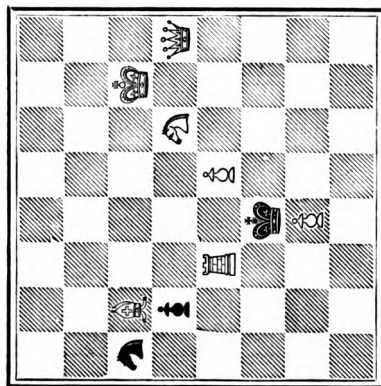
IN COMMEMORATION OF THE ANNIVERSARY OF

Her Most Gracious Majesty Queen Victoria's 65th Birthday.

No. 1.

V.

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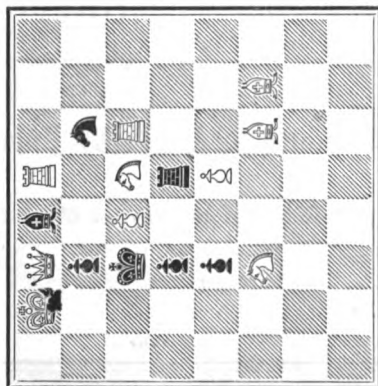
WHITE.

White to play and mate in two moves.

No. 2.

R.

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WHITE.

White to play and mate in two moves.

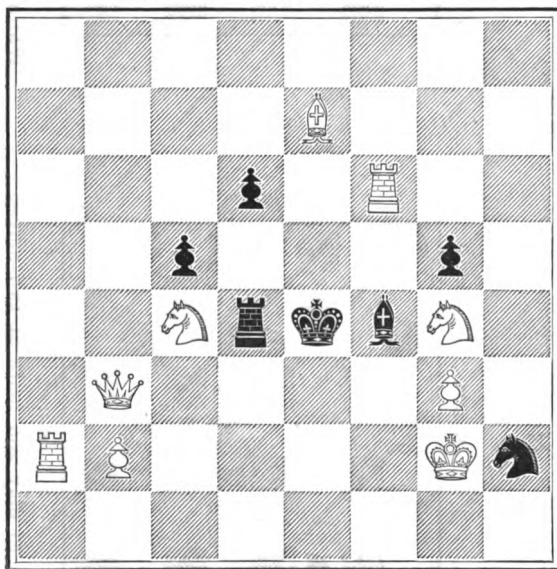
Published simultaneously on the 24th May, 1884, in *Sheffield and Rotherham Independent*, *Bristol Mercury*, *Nottinghamshire Guardian*, *Croydon Guardian*, *Leeds Mercury Weekly Supplement*, and *Southern Weekly News*.

No. 3.

Dedicated to H. J. C. Andrews,

Problem Editor of the *British Chess Magazine*.

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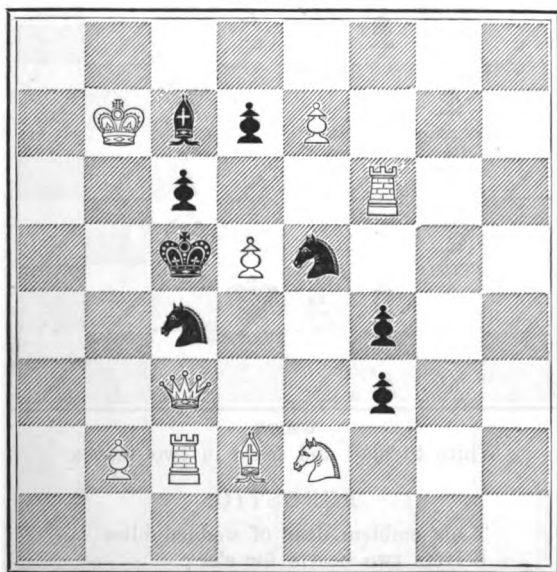
White to play and mate in two moves.

No. 4.

Dedicated to J. H. Blackburne,

Champion of the Berlin Tournament, 1881.

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WHITE.

White to play and mate in two moves.

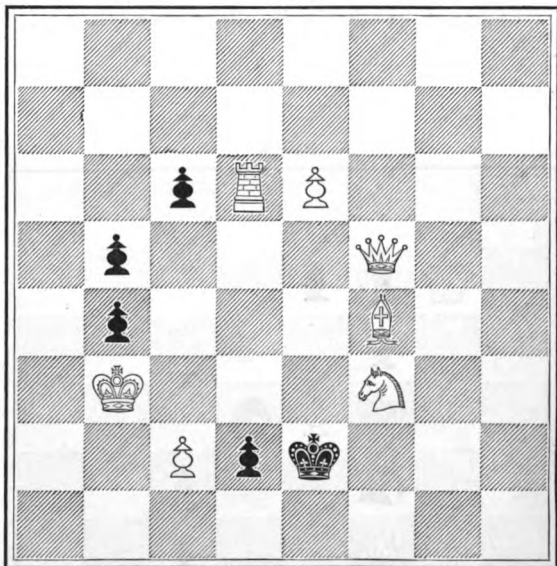
No. 5.

THE MATRIMONIAL BOND.

Dedicated to Mr. and Mrs. C. R. Perry,

On the occasion of their marriage, Feb. 26th, 1884.

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WHITE.

White to play and mate in two moves.

ACROSTIC.

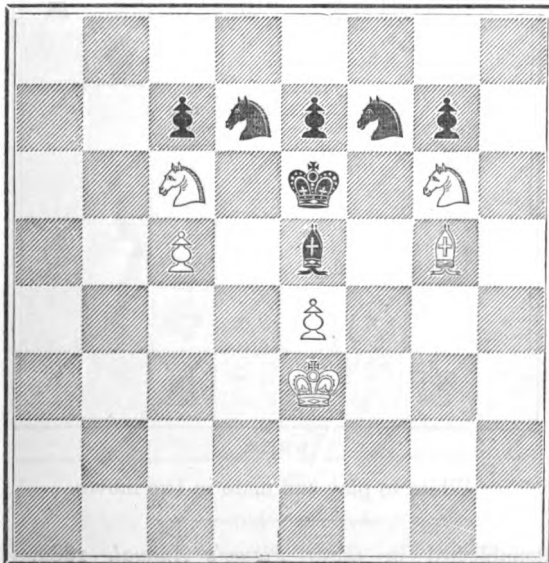
T his emblem dear of wedded bliss
 R ivets two hearts for e'er ;
 D eath cannot part, nor time remove,
 E ach now life's future share.
 R ejoice, and o'er their pathway fling
 R oses and fairest flowers of spring ;
 Y ears e'er to them may blessings bring.

No. 6.

Dedicated to J. Paul Taylor, F.R.G.S.,

Author of "Elementary Chess Problems," "Chess Chips,"
 "Dot's Diary," &c.

BLACK.



WHITE.

White to play and mate in two moves.

C

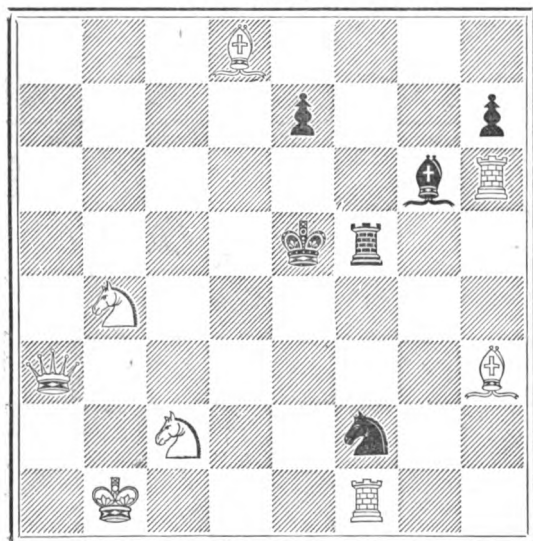
No. 7.

Prize as best Two-mover

In the *Weekly Irish Times* yearly competition, 1881.

Judge—J. PAUL TAYLOR, F.R.H.S.

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WHITE.

White to play and mate in two moves.

Republished in *Chess Player's Annual*, 1882, *Chess Player's Chronicle*, *Brighton Guardian*, *The Week's News*, *Pittsburgh Telegraph*, *Baltimore Sunday News*, *Jamaica Family Journal*, and other papers.

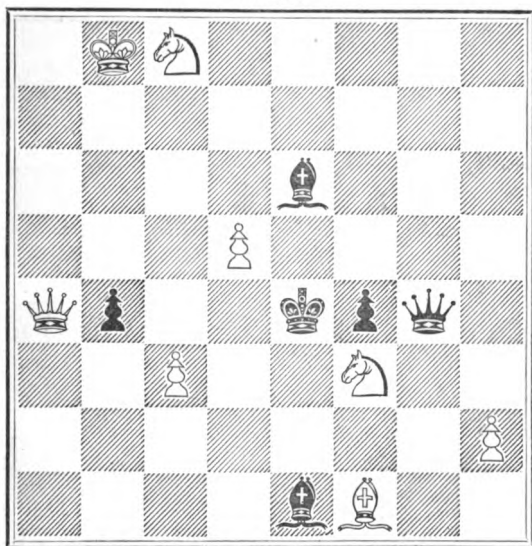
No. 8.

Prize as best Two-mover

In the *Weekly Irish Times* yearly competition, 1882.

Judge—J. PAUL TAYLOR, F.R.H.S.

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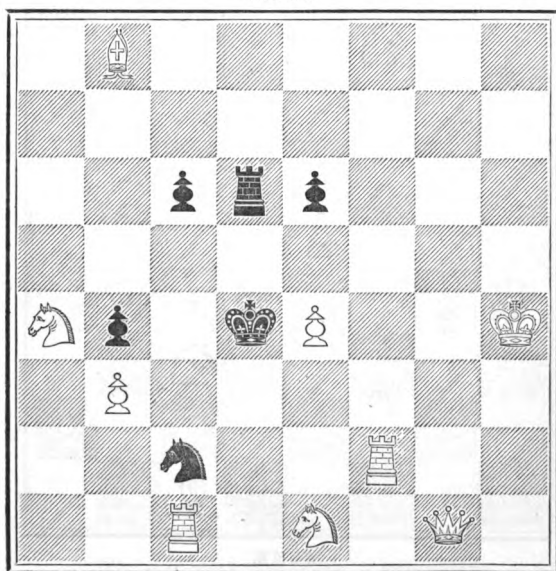
White to play and mate in two moves.

Republished in *Irish Sportsman*, *Sheffield and Rotherham Independent*, *Bristol Mercury*, *Nottinghamshire Guardian*, and other papers.

No. 9.

Prize as best Two-moverIn the *British Chess Magazine* yearly competition, 1882.Judges—Messrs. W. JAY, P. LE PAGE, LOCKE HOLT, and
other solvers in B. C. M. Solution Tourney, 1882.

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WHITE.

White to play and mate in two moves.

Republished in *Illustrated Sporting and Dramatic News*,
Croydon Guardian, *Chess Blossoms*, and other papers.

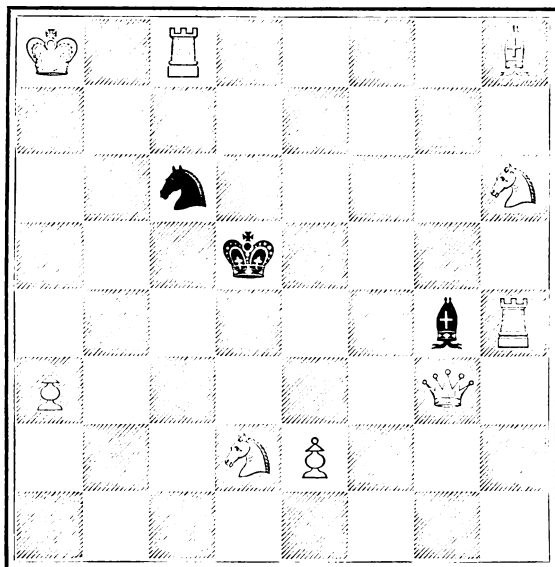
No. 10.

Second best in Bradford Observer Problem Tourney, 1883.

Judges—WM. COATES, B.A., and D. Y. MILLS.

Motto—"Pegasus."

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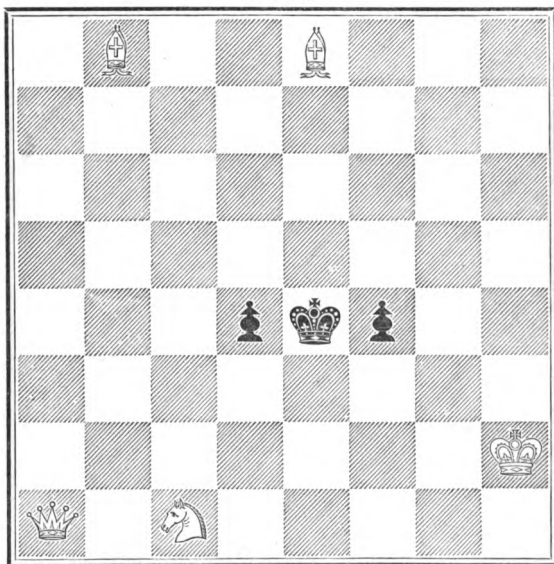
White to play and mate in two moves.

Republished in the *Liverpool Observer*, *Croydon Guardian*,
Matlock Register, *Vor Töl*, *Detroit Free Press*, *Tri-weekly*
Gleaner, *La Stratégie*, and other papers.

No. 11.

Published in *Brooklyn Chess Chronicle*.

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White to play and mate in two moves.

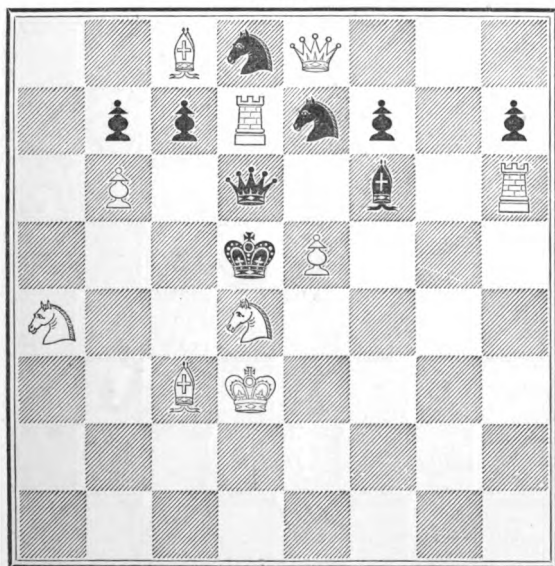
Republished in *Matlock Register* and as Position No. 1 in *Vor Tid* (Copenhagen) Solution Tourney, 1883.

“We communicate to our readers the prettiest problems that come before our eyes.”—Translated from *Vor Tid*.

No. 12.

Published in *British Chess Magazine*.

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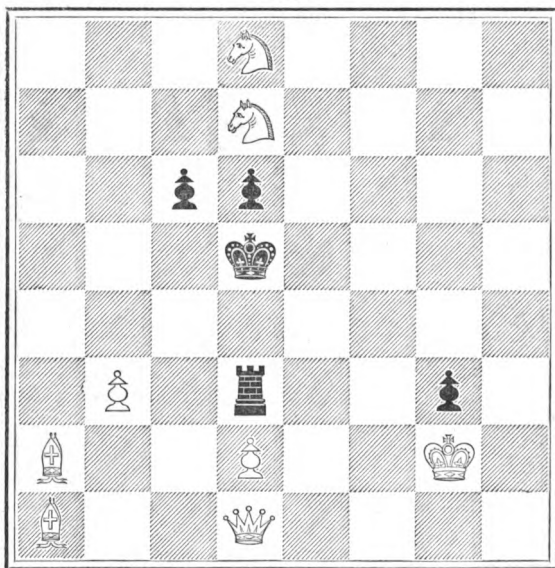
White to play and mate in two moves.

Republished in *Nuova Rivista degli Scacchi*.

No. 13.

Published in *Croydon Guardian*.

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WHITE.

White to play and mate in two moves.

Republished in *Sheffield and Rotherham Independent*.

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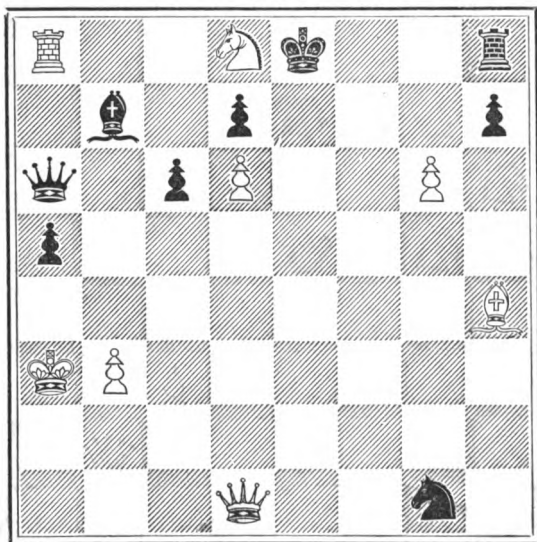
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No. 15.

Published in the *Chess Player's Chronicle*.

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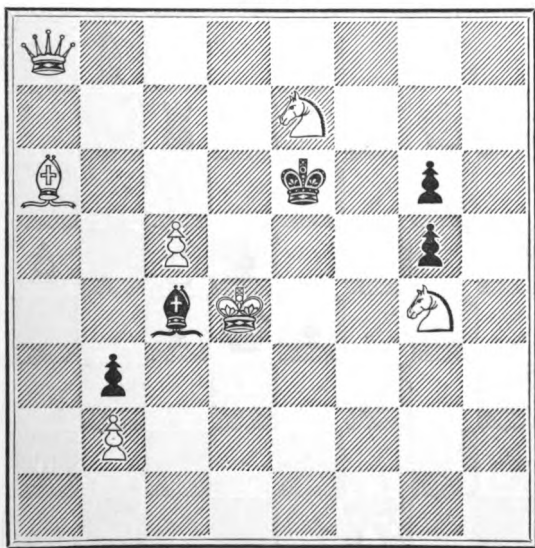
White to play and mate in two moves.

Republished in *Land and Water*.

No. 16.

Published in *Detroit Free Press*.

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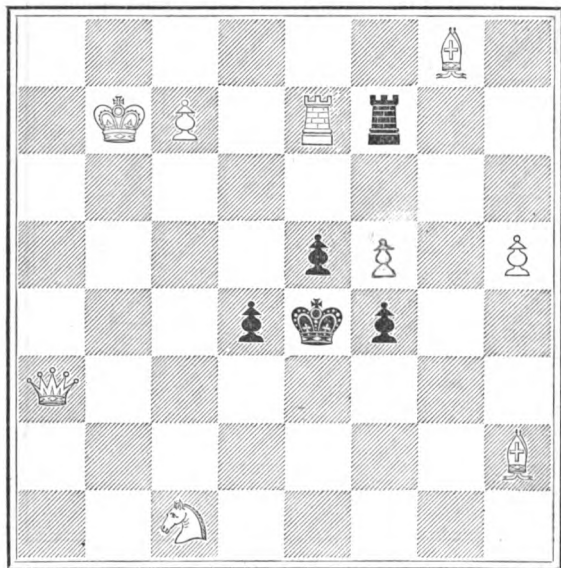
White to play and mate in two moves.

Republished in *Irish Sportsman*.

No. 17.

Published in *English Mechanic and World of Science*
and *Art*.

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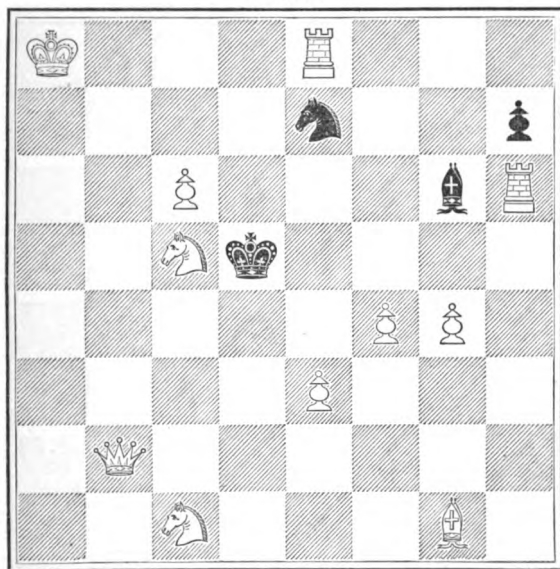
White to play and mate in two moves.

Republished in *Croydon Guardian*.

No. 18.

Published in *English Mechanic and World of Science and Art.*

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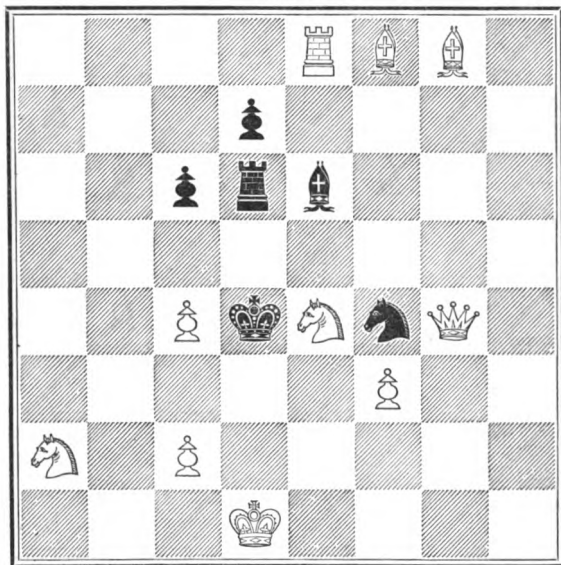
White to play and mate in two moves.

Republished in *Bradford Observer.*

No. 19.

Published in *English Mechanic and World of Science*
and *Art*.

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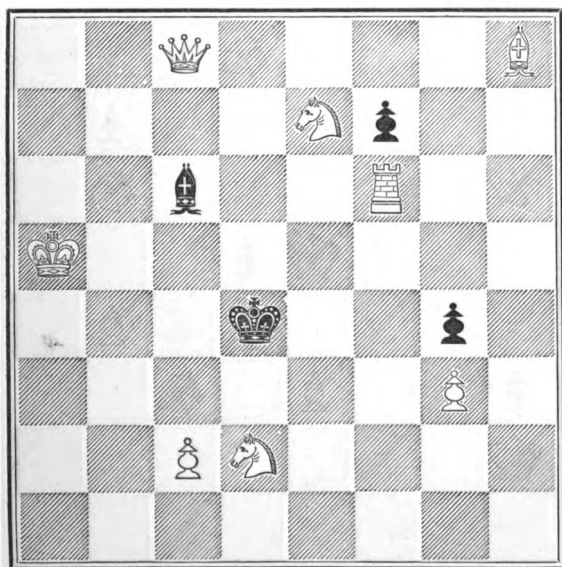
White to play and mate in two moves.

Republished in *Southern Weekly News*.

No. 20.

Published in *Glasgow Weekly Herald*.

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White to play and mate in two moves.

Republished in *Tri-weekly Gleaner*.

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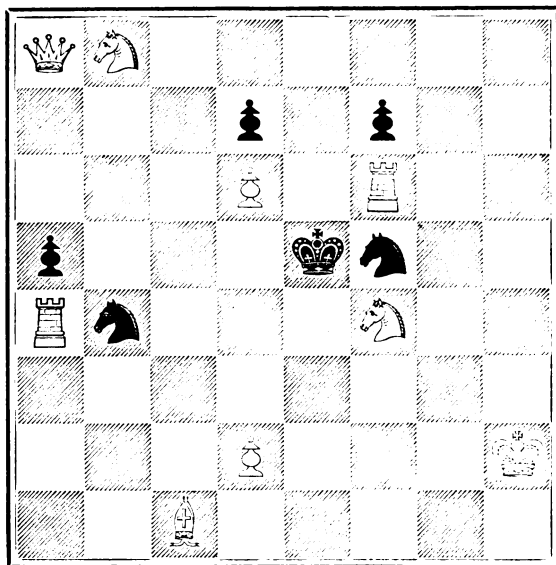
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No. 22.

Published in *Glasgow Weekly Herald*.

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WHITE.

White to play and mate in two moves.

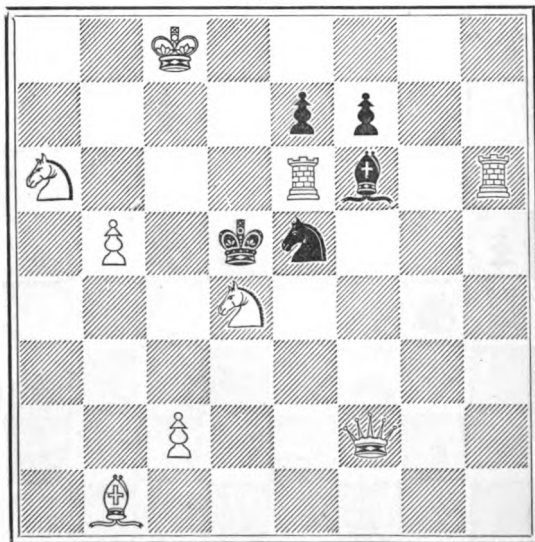
Republished in *Leeds Mercury Weekly Supplement*.

E

No. 23.

Published in *Glasgow Weekly Herald*.

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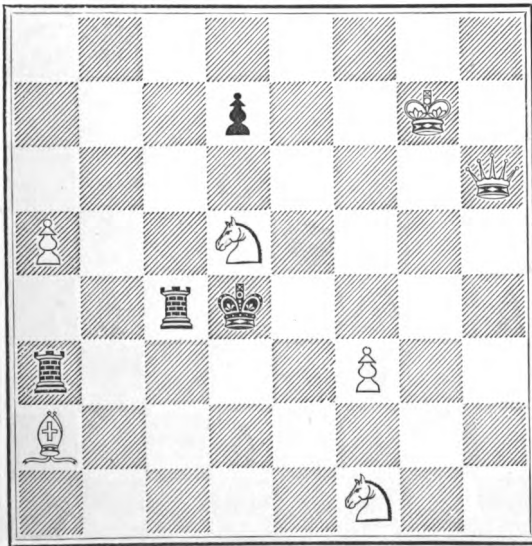
White to play and mate in two moves.

Republished in *Irish Sportsman*.

No. 24.

Published in *Hampshire Magazine*.

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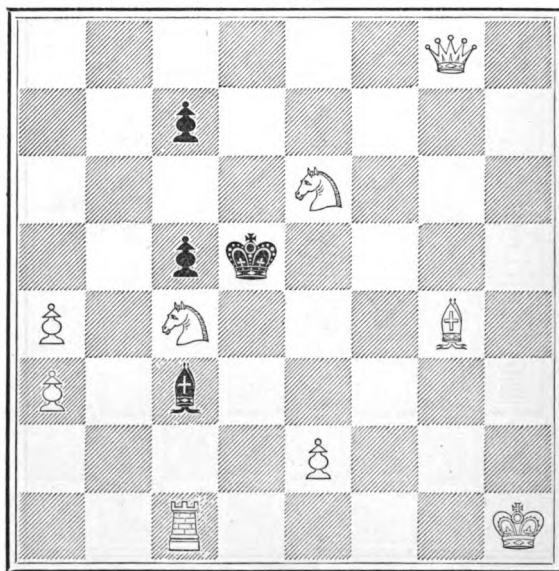
White to play and mate in two moves.

Republished in *Bristol Mercury and Daily Post*.

No. 25.

Published in *Irish Fireside*.

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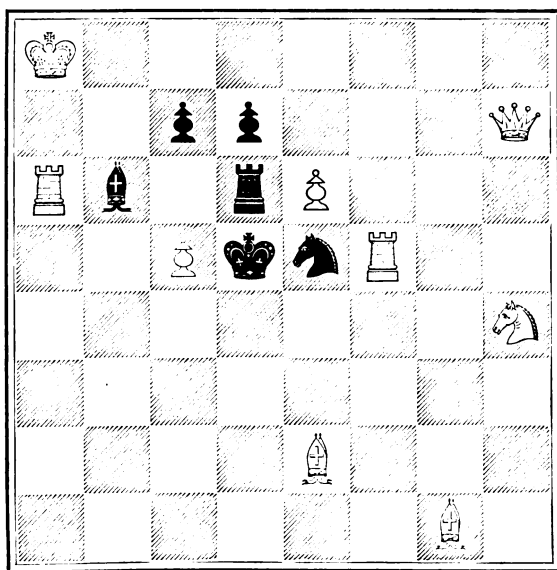
White to play and mate in two moves.

Republished in *Tri-weekly Gleaner*.

No. 26.

Published in *Weekly Irish Times*.*Motto*—"Dhulish Macree."

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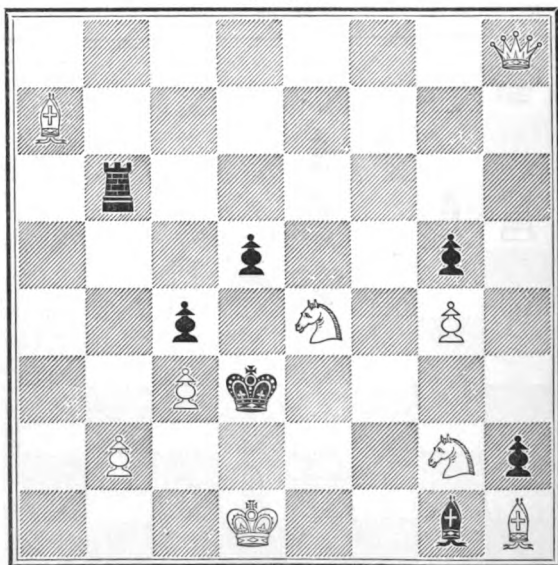
White to play and mate in two moves.

Republished in *Detroit Free Press*.

No. 27.

Published in *Illustrated London News*.

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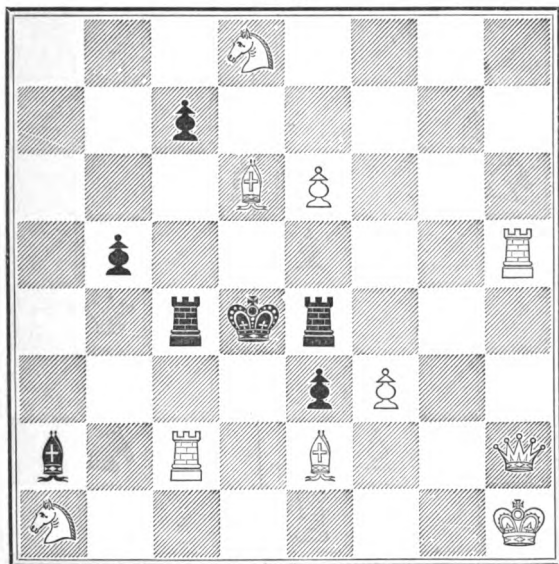
White to play and mate in two moves.

 Republished in *La Stratégie*.

No. 28.

Published in *Illustrated London News*.

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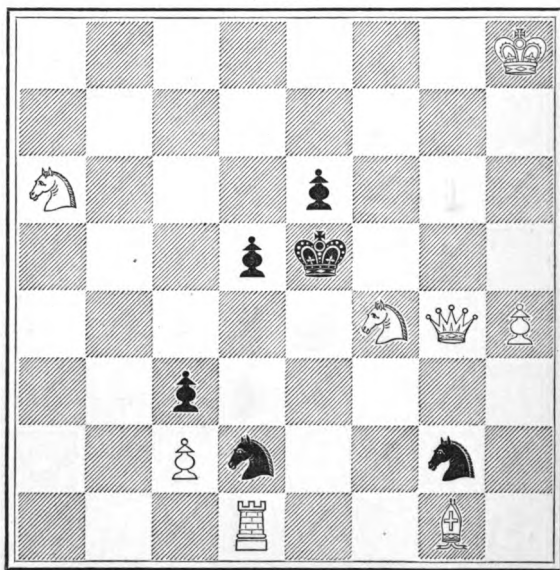
White to play and mate in two moves.

Republished in *Sunday American*.

No. 29.

Published in *Illustrated Sporting and Dramatic News*.

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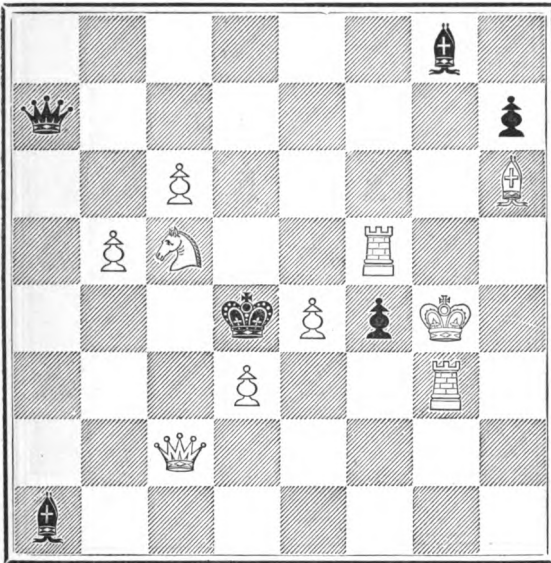
White to play and mate in two moves.

Republished in *Brooklyn Chess Chronicle*.

No. 30.

Published in *Lett's Household Magazine*.

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White to play and mate in two moves.

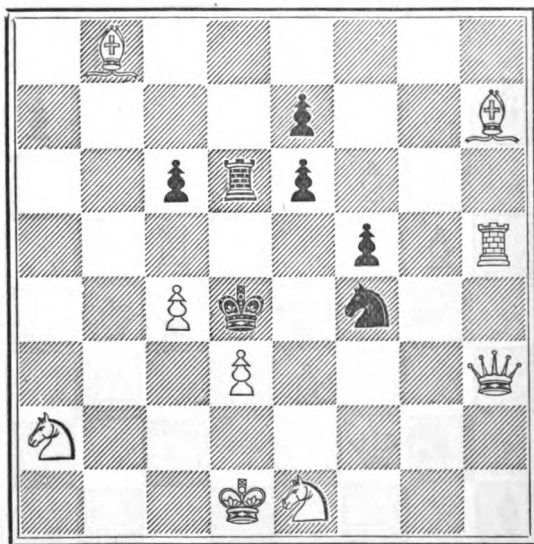
A variation to each move of Black's K's or Q's Bishop.

F

No. 31.

Published in *Land and Water*.

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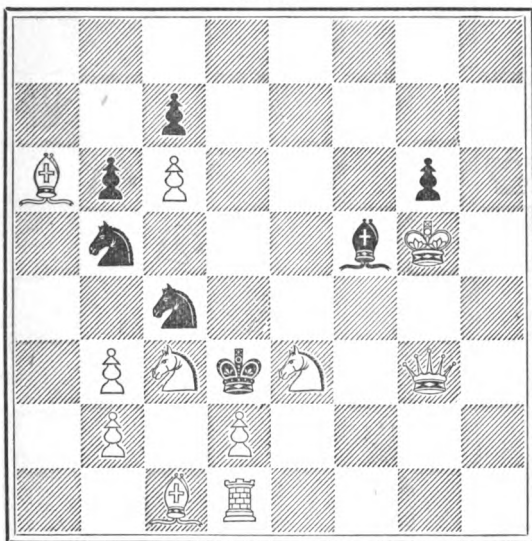
White to play and mate in two moves.

Republished in *Mirror of American Sports*.

No. 32.

Published in *La Stratégie*.

BLACK.



WHITE.

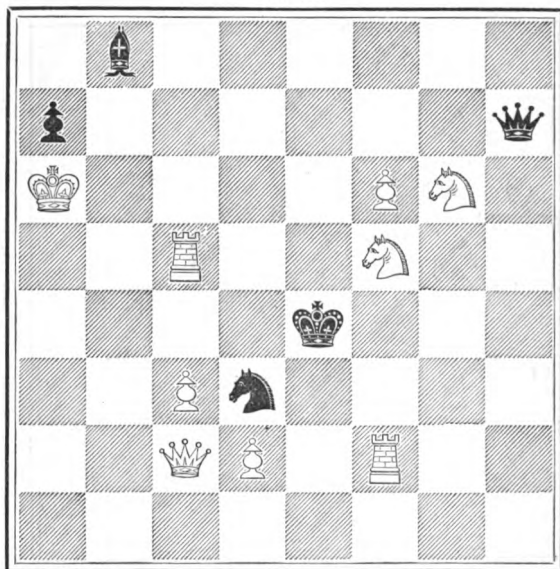
White to play and mate in two moves.

Republished in *Southern Trade Gazette*.

No. 33.

Published in *La Stratégie*.

BLACK.



WHITE.

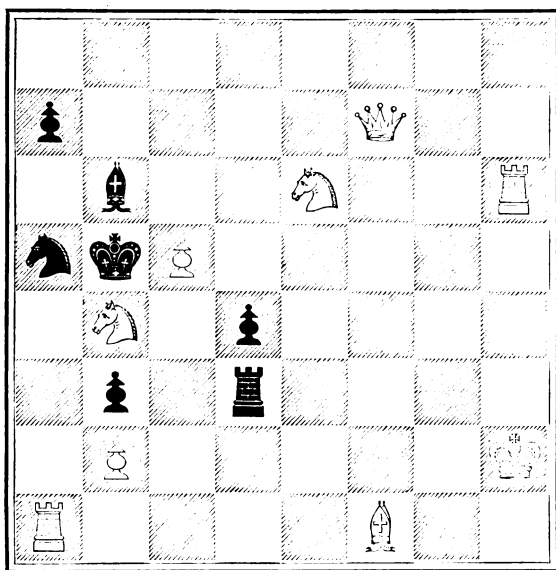
White to play and mate in two moves.

Republished in *Irish Fireside*.

No. 34.

Published in *Leeds Mercury Weekly Supplement*.

BLACK.



WHITE.

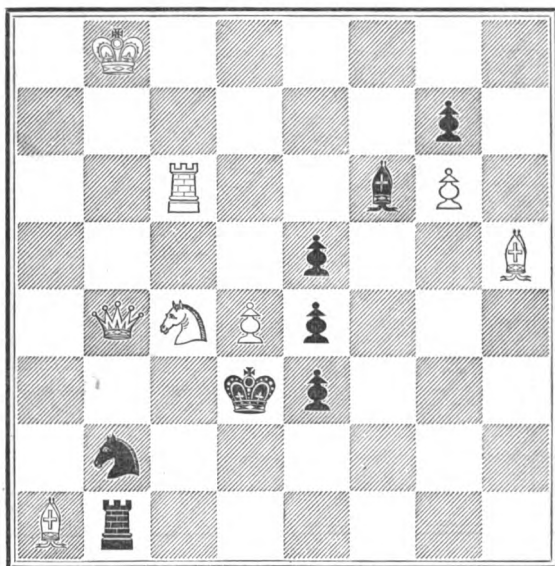
White to play and mate in two moves.

“For a two-mover this problem is rather difficult, as it has a good key-move, and a very deceptive ‘try.’”—*Leeds Mercury Weekly Supplement*.

No. 35.

Published in *Leeds Mercury Weekly Supplement*.

BLACK.



WHITE.

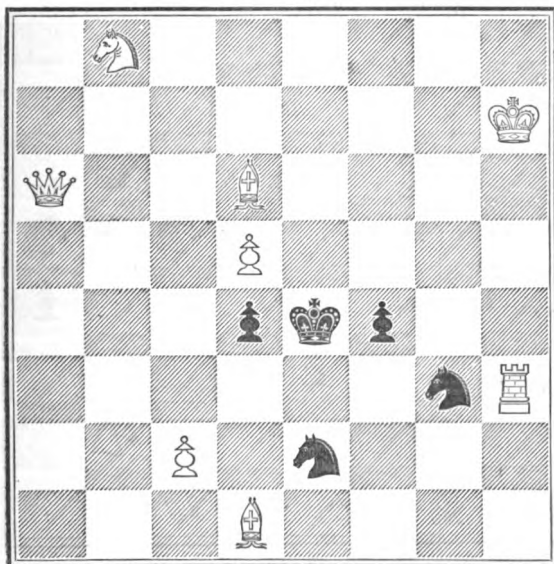
White to play and mate in two moves.

Republished in *Charleston Weekly News*.

No. 36.

Published in *Leeds Mercury Weekly Supplement*.

BLACK.



WHITE.

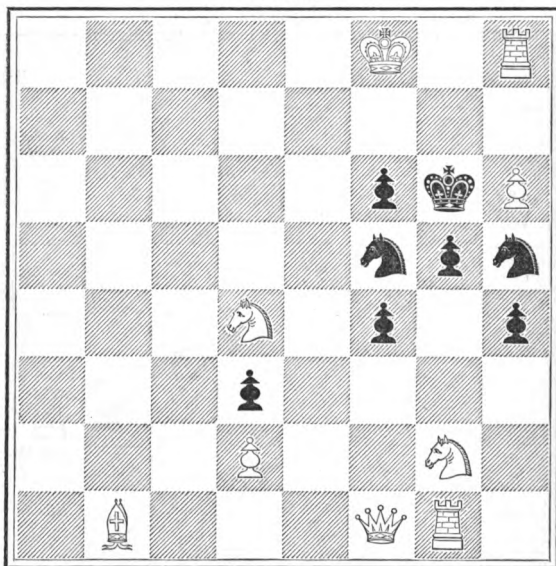
White to play and mate in two moves.

Republished in *St. Louis Globe Democrat*.

No. 37.

Published in *Milwaukee Telegraph*.

BLACK.



WHITE.

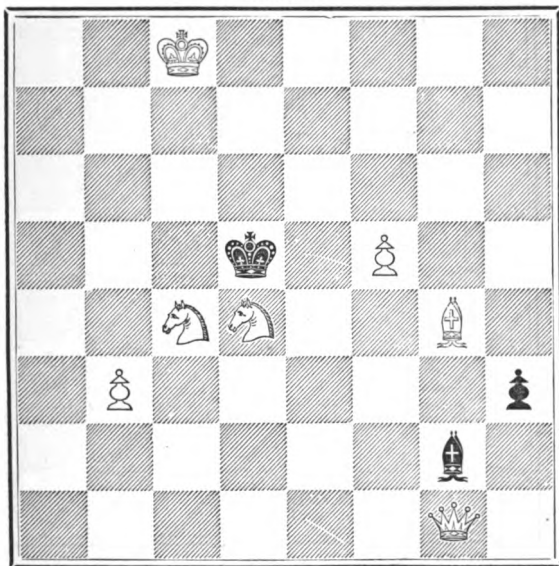
White to play and mate in two moves.

Republished in *Nuova Rivista degli Scacchi*, and *Nashville American*.

No. 38.

Published in *Nuova Rivista degli Scacchi*.

BLACK.



WHITE.

White to play and mate in two moves.

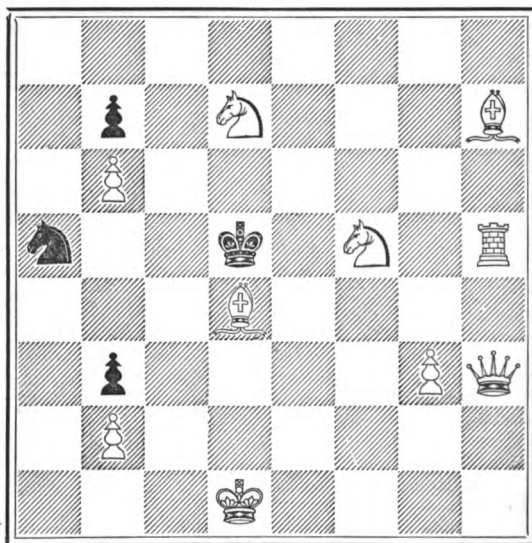
Republished in *Brooklyn Chess Chronicle*.

G

No. 39.

Published in *Sussex Chess Magazine*.

BLACK.



WHITE.

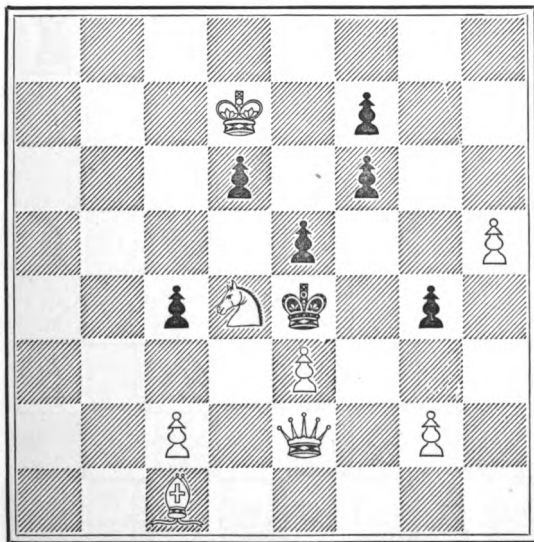
White to play and mate in two moves.

Republished in *Toxteth, Garston, Woolton, Wavertree, Edge Hill, West Derby District and Walton Observers*.

No. 40.

Published in *Sussex Chess Magazine*.

BLACK.



WHITE.

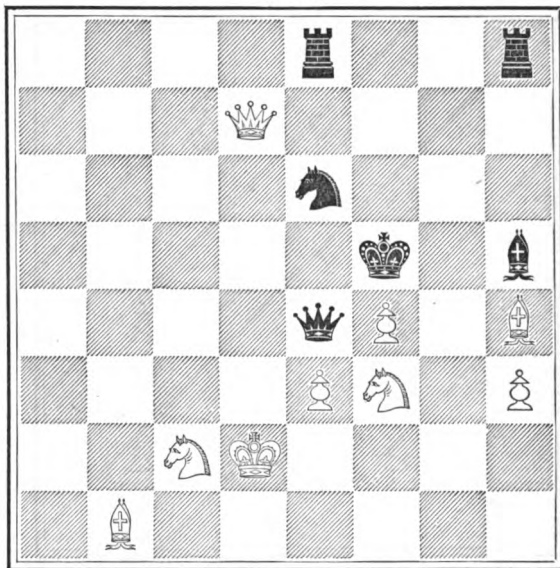
White to play and mate in two moves.

Republished in *Detroit Free Press*.

No. 41.

Published in *Sussex Chess Magazine*.

BLACK.



WHITE.

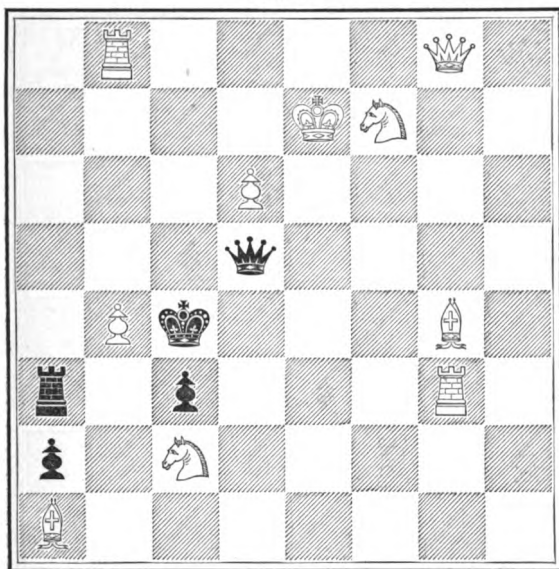
White to play and mate in two moves.

Republished in *Matlock Register*.

No. 42.

Competing Problem for the "Black Queen's Liberty" Prize
in *Sheffield Independent* Tourney 1883 and 4.

BLACK.



WHITE.

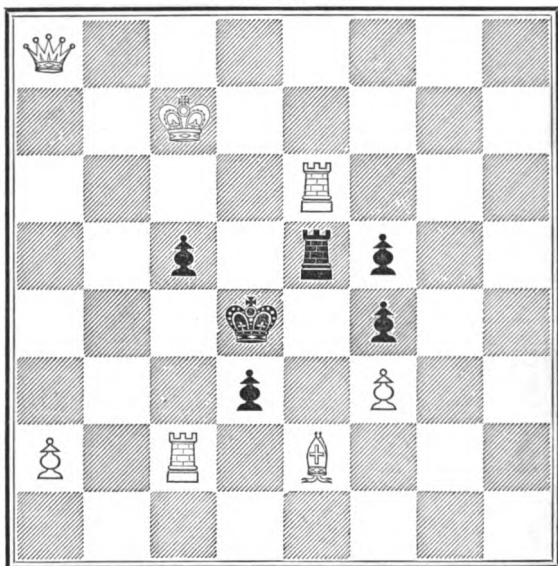
White to play and mate in two moves.

Republished in *Nottinghamshire Guardian* and *Bristol Mercury*.

No. 43.

Published in *Southern Weekly News*.

BLACK.



WHITE.

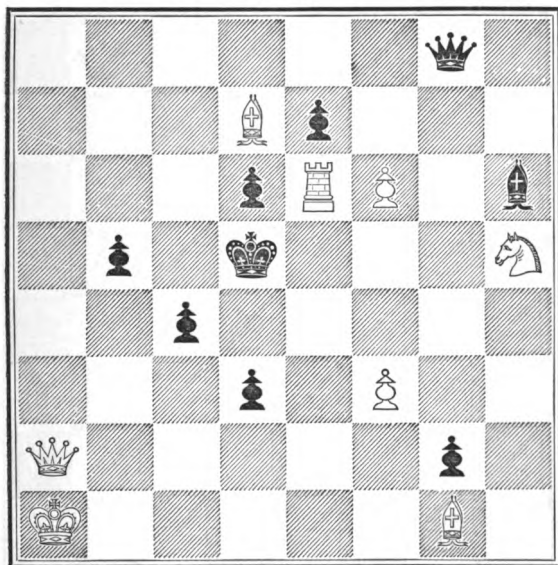
White to play and mate in two moves.

Republished in *La Stratégie*.

No. 44.

Published in *Toxteth Observer*.

BLACK.



WHITE.

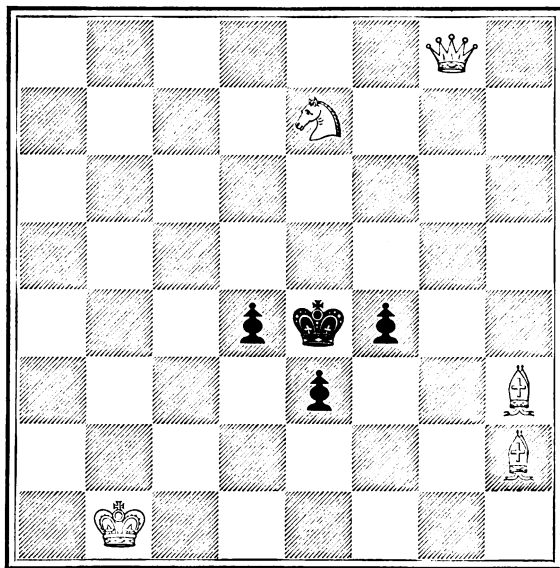
White to play and mate in two moves.

Republished in *Garston, Woolton, Wavertree, Edge Hill, West Derby District and Walton Observers*.

No. 45.

Published in *Tri-weekly Gleaner*.

BLACK.



WHITE.

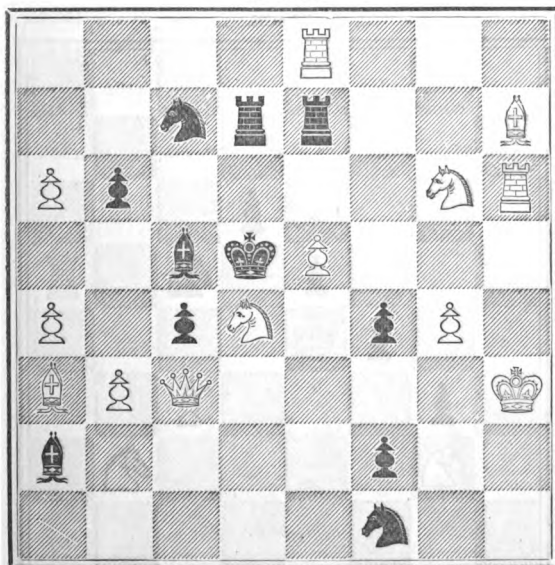
White to play and mate in two moves.

Republished in *Scotsman*.

No. 46.

Published in *Youth*.

BLACK.



WHITE.

White to play and mate in two moves.

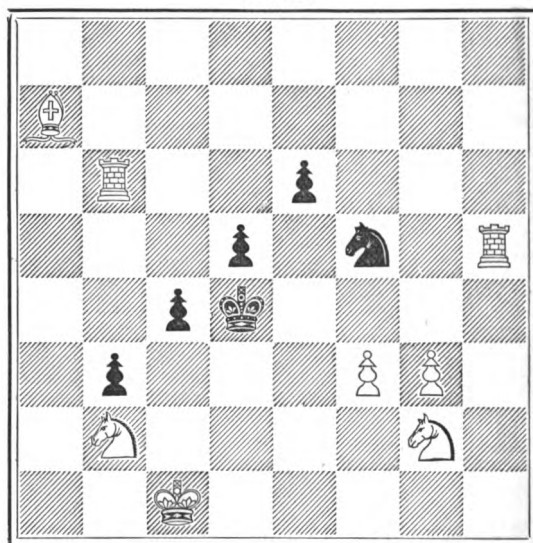
Republished in *Globe*, St. John, N. B.

H

No. 47.

Published in *Week's News*.

BLACK.



WHITE.

White to play and mate in two moves.

Republished in *Weekly Irish Times*.

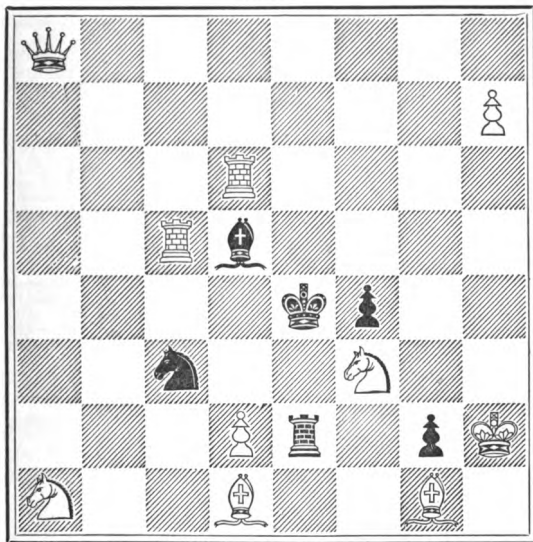
No. 48.

Best in the Ladies' International Problem Tourney,
1883 and 4.

Motto—"Somebody's Darling."

BY MRS. T. B. ROWLAND.

BLACK.



WHITE.

White to play and mate in two moves.

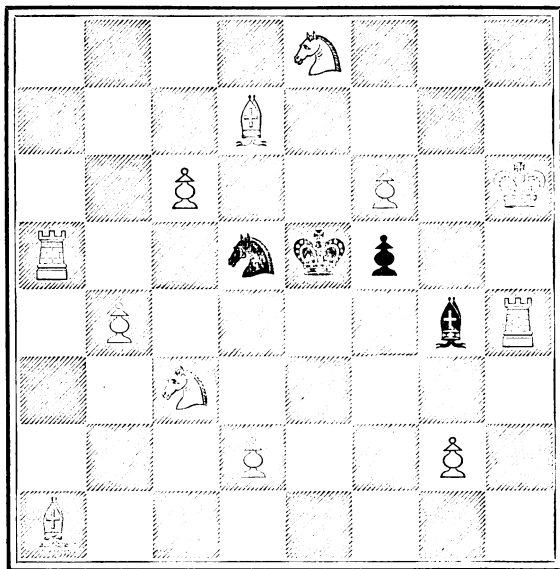
Published in *Sheffield and Rotherham Independent*, *Bristol Mercury*, *Nottinghamshire Guardian*, *Science Monthly*, *Irish Sportsman*, *Chess Player's Chronicle*, *Land and Water*, *Nuova Rivista degli Scacchi*, and *La Stratégie*.

No. 49.

Competing Problem in Cincinnati *Commercial Gazette*
Problem Tourney.

By MRS. T. B. ROWLAND.

BLACK.



WHITE.

White to play and mate in two moves.

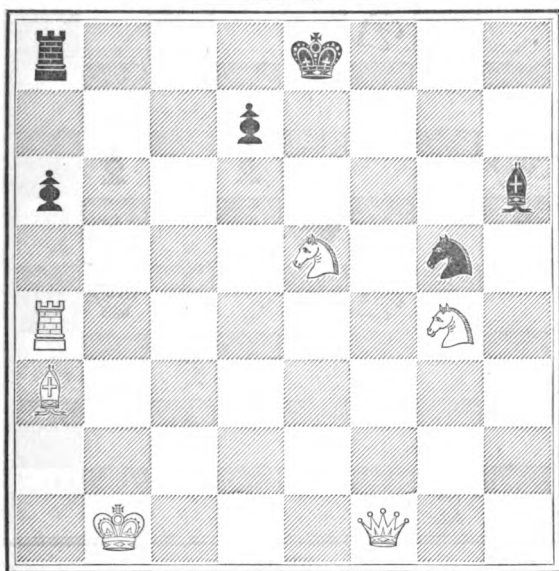
Published in *Sheffield and Rotherham Independent*, *Bristol Mercury*, *Nottinghamshire Guardian*, *Chess Player's Chronicle*, *Tri-weekly Gleaner*, *La Stratégie*, and other papers.

No. 50.

Published in *Science Monthly*.

BY MRS. T. B. ROWLAND.

BLACK.



WHITE.

White to play and mate in two moves.

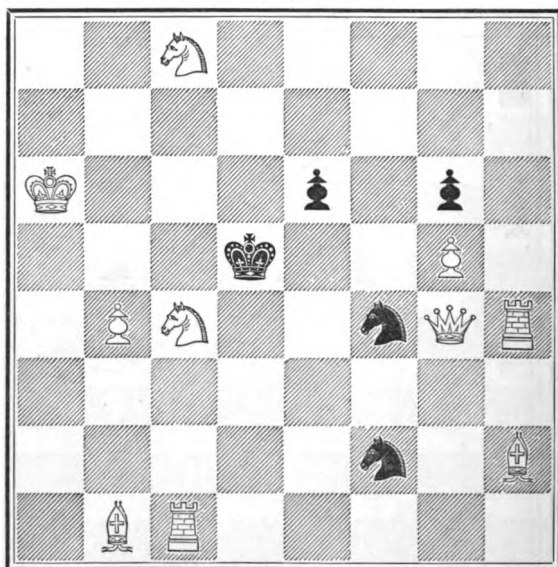
Republished in *Southern Weekly News*.

No. 51.

Published in *Nuova Rivista degli Scacchi*.

By MRS. T. B. ROWLAND.

BLACK.



WHITE.

White to play and mate in two moves.

Republished in *Sheffield and Rotherham Independent*,
Bristol Mercury and Daily Post, and *Tri-weekly Gleaner*.

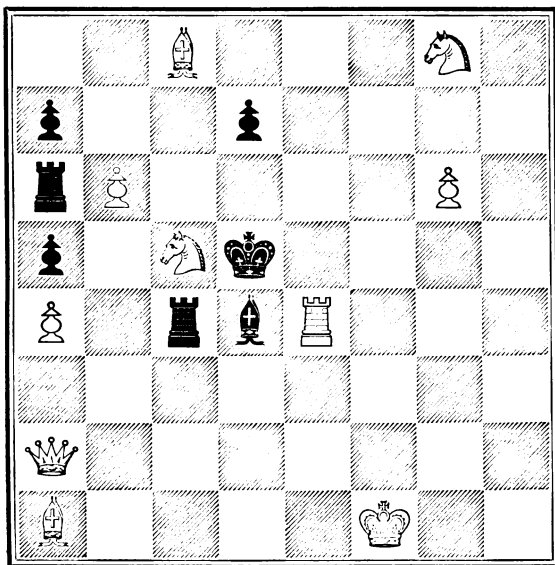
Three-move Problems.

No. 1.

Prize as best Three-mover in the *Weekly Irish Times*
yearly competition, 1882.

Judge—W. R. BLAND.

BLACK.



WHITE.

White to play and mate in three moves.

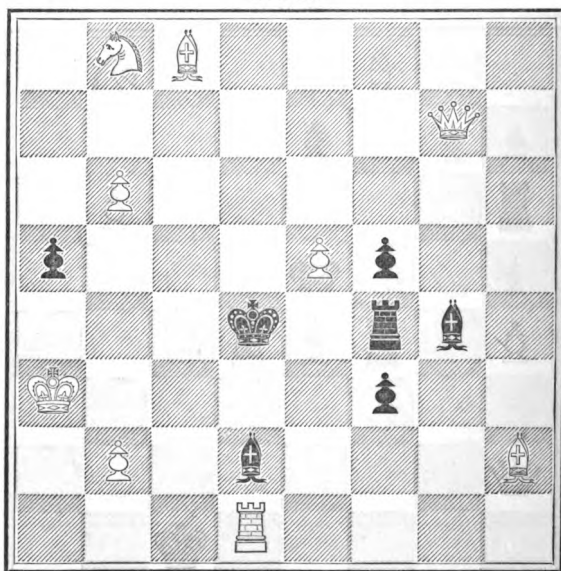
Republished in *Chess Player's Chronicle*, *Detroit Free Press*,
and other papers.

No. 2.

Prize as best Three-mover in the *British Chess Magazine* yearly competition, 1882.

Judges—W. JAY, P. LE PAGE, LOCKE HOLT, and other solvers in *B. C. M. Solution Tourney*, 1882.

BLACK.



WHITE.

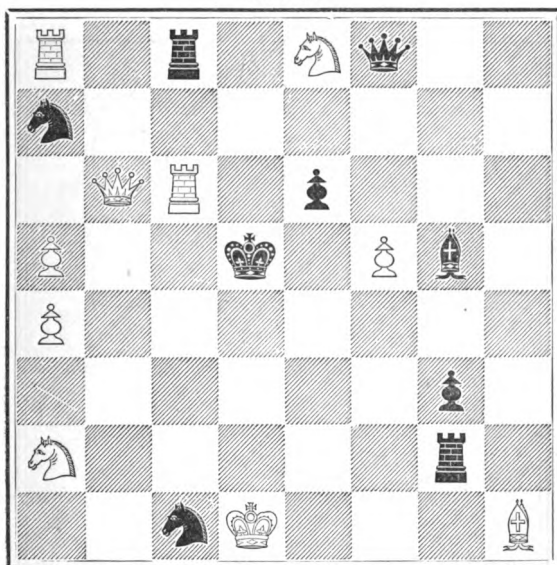
White to play and mate in three moves.

Republished in *Croydon Guardian*, *Chess Blossoms*, &c.

No. 3.

Published in *British Chess Magazine*, 1883.

BLACK.



WHITE.

White to play and mate in three moves.

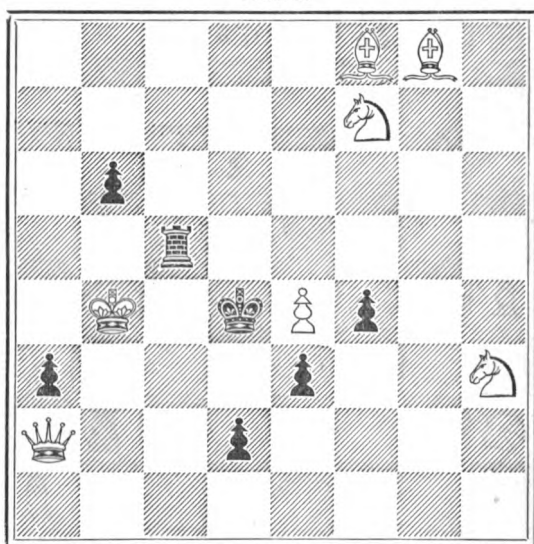
Republished in *Nashville American*.

I

No. 4.

Published in *Croydon Guardian*.

BLACK.



WHITE.

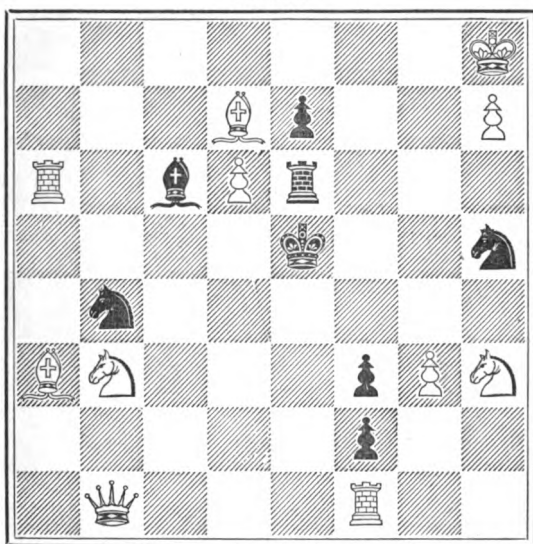
White to play and mate in three moves.

Republished in *Irish Fireside*.

No. 5.

Published in *Irish Sportsman*.

BLACK.



WHITE.

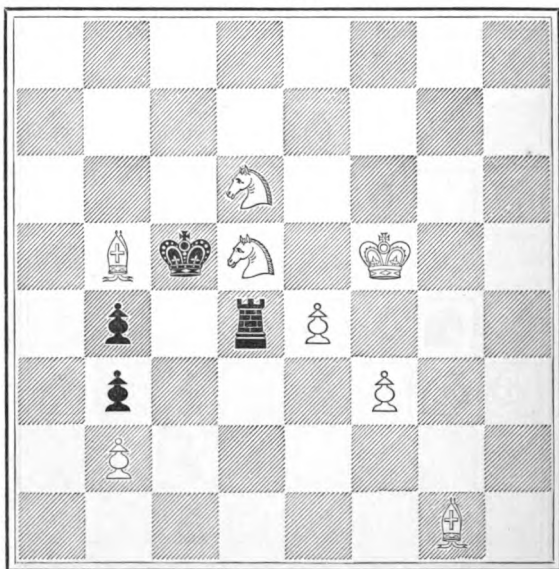
White to play and mate in three moves.

Republished in *Sheffield and Rotherham Independent*.

No. 6.

Published in *Weekly Irish Times*.

BLACK.



WHITE.

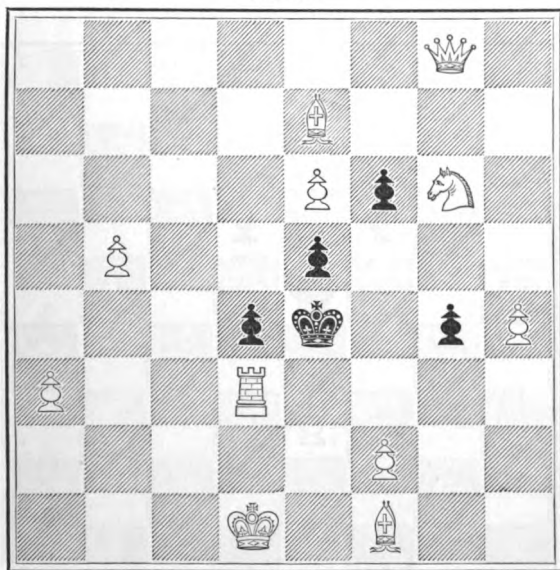
White to play and mate in three moves.

My first Problem.—T. B. R.

No. 7.

Published in *Illustrated Sporting and Dramatic News*.

BLACK.



WHITE.

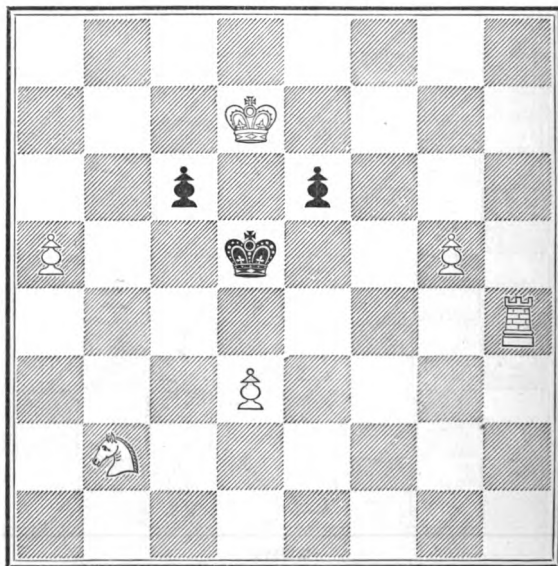
White to play and mate in three moves.

Republished in *Sheffield and Rotherham Independent*,
Nottinghamshire Guardian, and *Bristol Mercury*.

No. 8.

Published in *Matlock Register*.

BLACK.



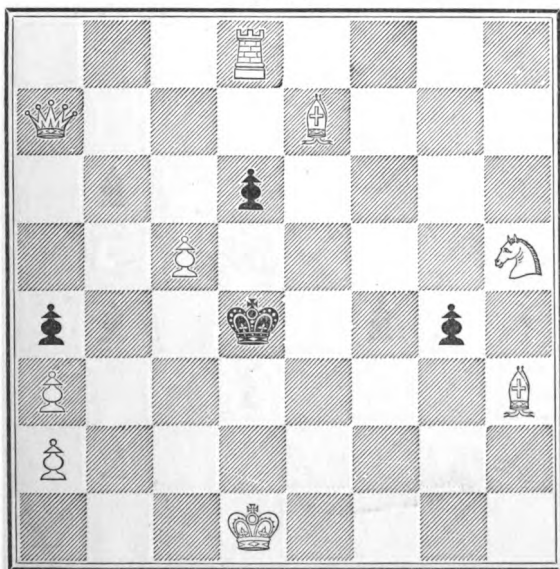
WHITE.

White to play and mate in three moves.

No. 9.

Published in *Morning Post*.

BLACK.



WHITE.

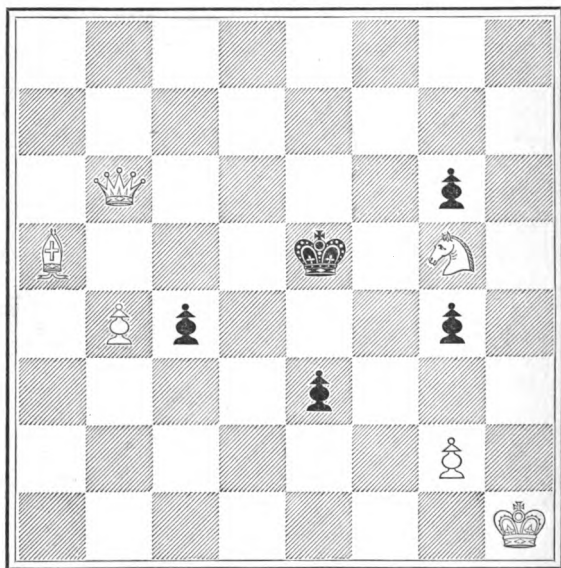
White to play and mate in three moves.

"This is the only problem extant wherein the Black King has the maximum amount of liberty after White's first move."—*Detroit Free Press*.

No. 10.

Published in *Science Monthly*.

BLACK.



WHITE.

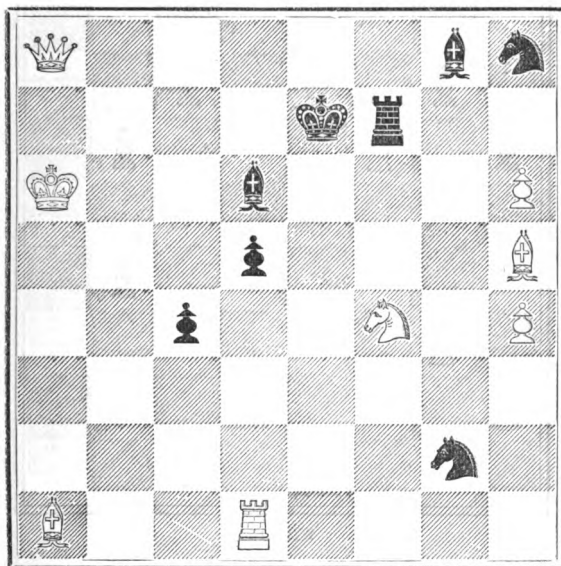
White to play and mate in three moves.

“This position has been justly praised for its elegance. *Land and Water* particularly commends it as a ‘remarkably pretty three-move problem.’”—*Sheffield Independent*.

No. 11.

Published in *Southern Weekly News*.

BLACK.



WHITE.

White to play and mate in three moves.

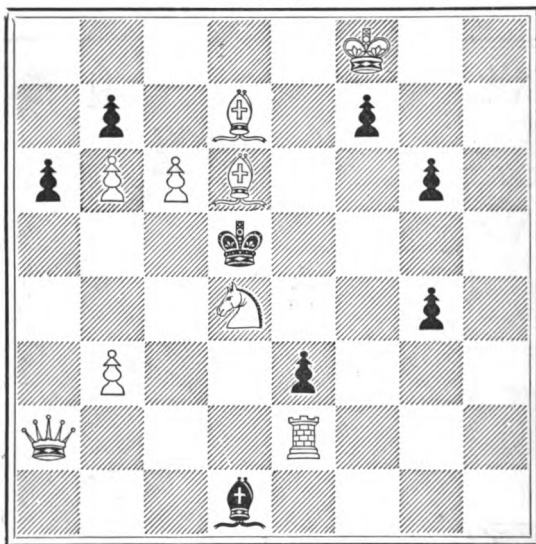
Republished in *Central New Jersey Herald*.

K

No. 12.

Published in *Tri-weekly Gleaner*.

BLACK.



WHITE.

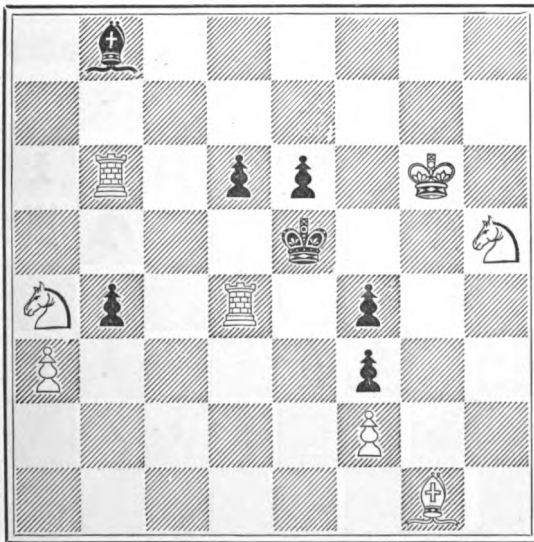
White to play and mate in three moves.

“This position contains many variations, and as a notable peculiarity it will be remarked that White’s modes of proceeding are such that the Knight completes a circular tour.”—*Tri-weekly Gleaner*.

No. 13.

Published in *Tri-weekly Gleaner*.

BLACK.



WHITE.

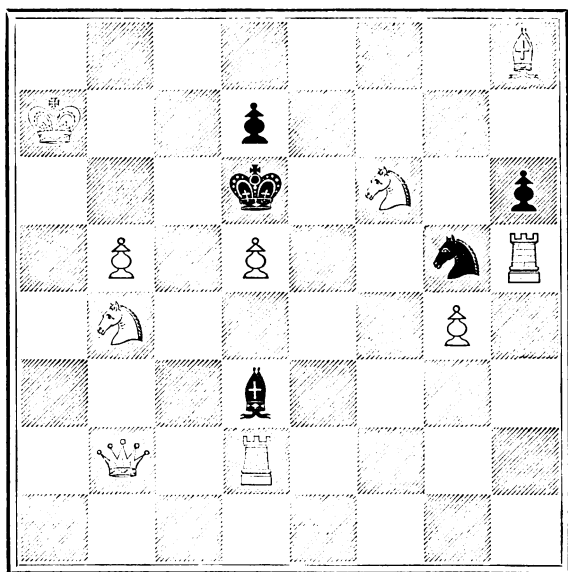
White to play and mate in three moves.

No. 14.

Published in *English Mechanic*.

BY MR. AND MRS. T. B. ROWLAND.

BLACK.



WHITE.

White to play and mate in three moves.

Republished in *Irish Fireside*.

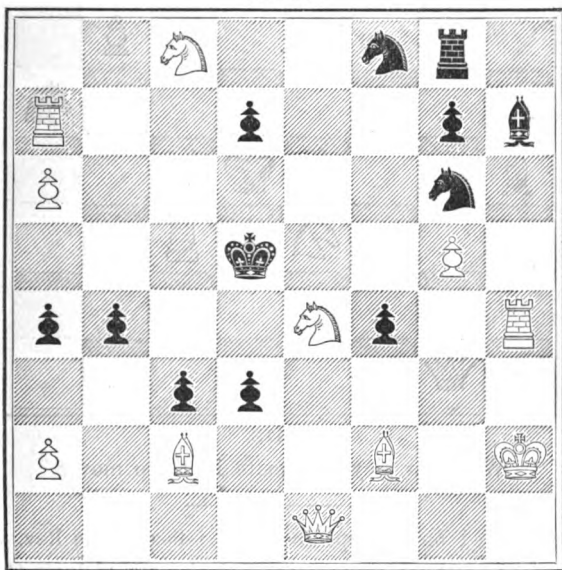
No. 15.

Published in *Chess Blossoms*,

BY MR. AND MRS. T. B. ROWLAND.

Dedicated to W. Jay D. Brown.

BLACK.



WHITE.

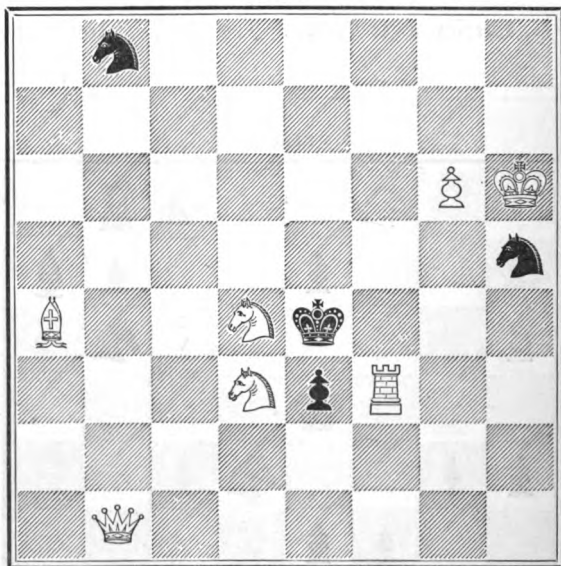
White to play and mate in three moves.

No. 16.

BY MR. AND MRS. T. B. ROWLAND.

Dedicated to the *Rev. Wm. Anderson*,

BLACK.



WHITE.

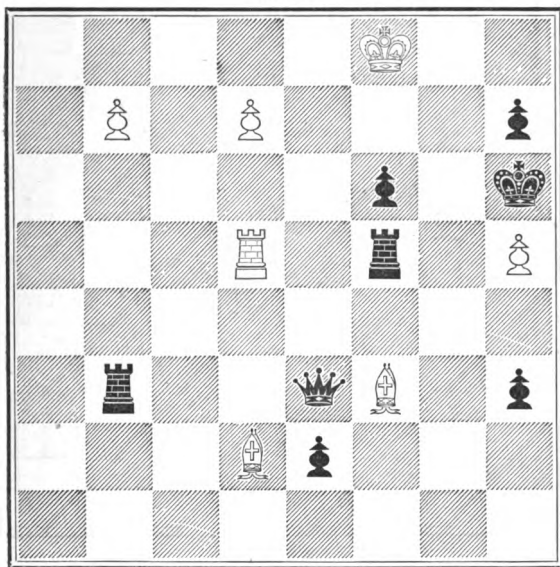
White to play and mate in three moves.

Composed on the opening of the board (the Rev. Wm. Anderson's gift) which accompanied the set of ivory Chessmen presented to the authors by the Chess-players of Great Britain and Ireland on the occasion of their marriage June 5th, 1884.

No. 17.

Published in *Irish Sportsman*.

BLACK.



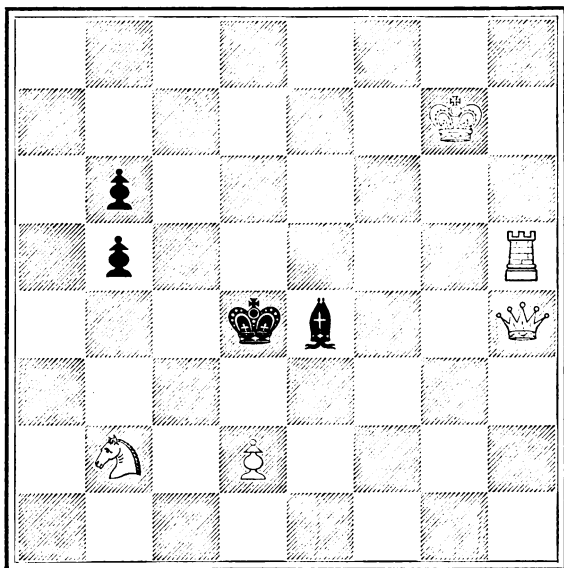
WHITE.

White to play and mate in four moves.

No. 18.

Published in *Southern Weekly News*.

BLACK.



WHITE.

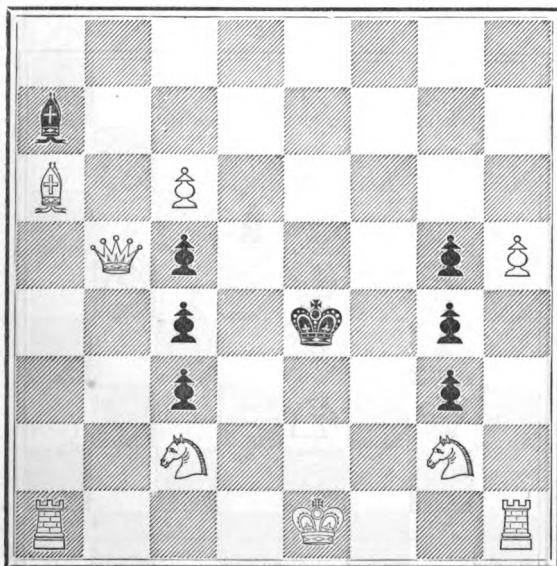
White to play and mate with Q P in four moves.

Republished in *Tri-weekly Gleaner*.

No. 19.

Published in *Detroit Free Press*.

BLACK.



WHITE.

White to play and mate by castling in four moves.

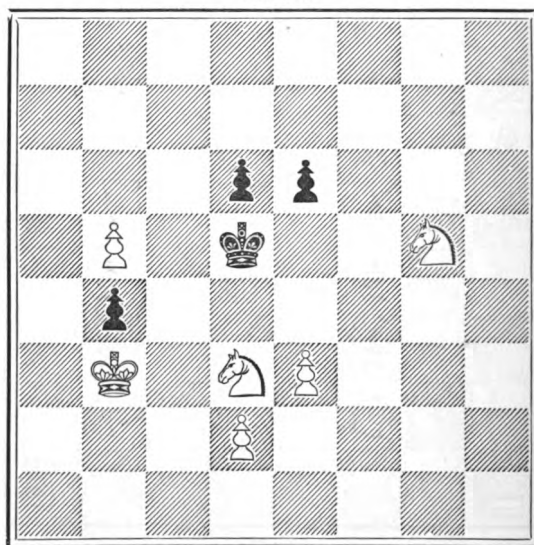
An end-game novelty showing that there are more ways of mating by castling than two.

L

7

No. 20.

Published in *Chess Player's Chronicle*.

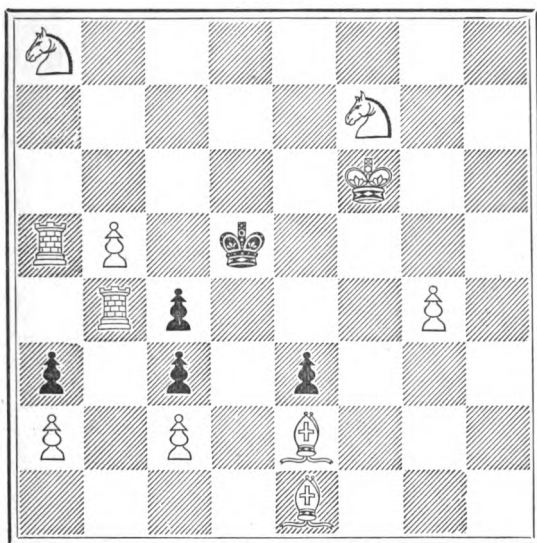
BLACK.**WHITE.**

White to play and mate in five moves.

No. 21.

Published in *Leeds Mercury Weekly Supplement*.

BLACK.

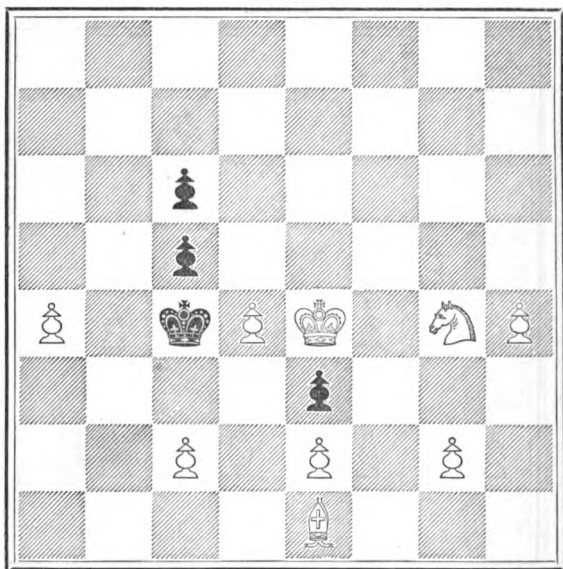


WHITE.

White to play and mate in six moves by moving his King only.

“‘Very clever’ is the verdict of all the solvers.”—*Leeds Mercury Weekly Supplement*.

No. 22.

BLACK.**WHITE.**

White to play and mate with his K Kt P in seven moves.

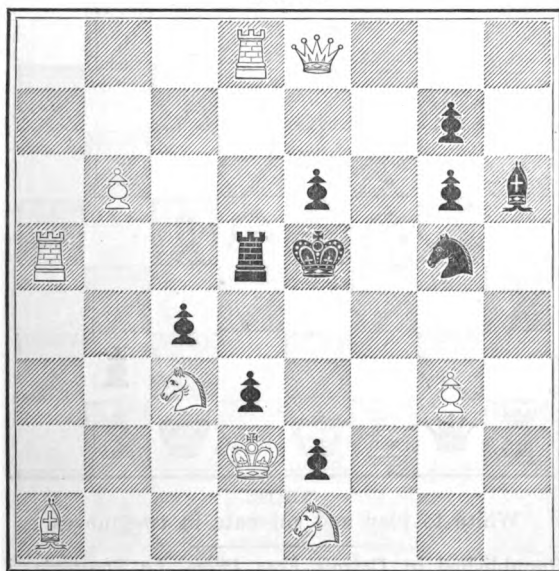
Self-mate Problems.

No. 1.

FIRST PRIZE in *Croydon Guardian* Sui-mate Tourney, 1883.

Judge—LEONARD P. REES.

BLACK.



WHITE.

White to play and sui-mate in two moves.

Republished in *Chess Player's Chronicle*, *Detroit Free Press*, *Leeds Mercury Supplement*, *La Stratégie*, *Matlock Register*, *Tri-weekly Gleaner*, *Vor Tid*, &c.

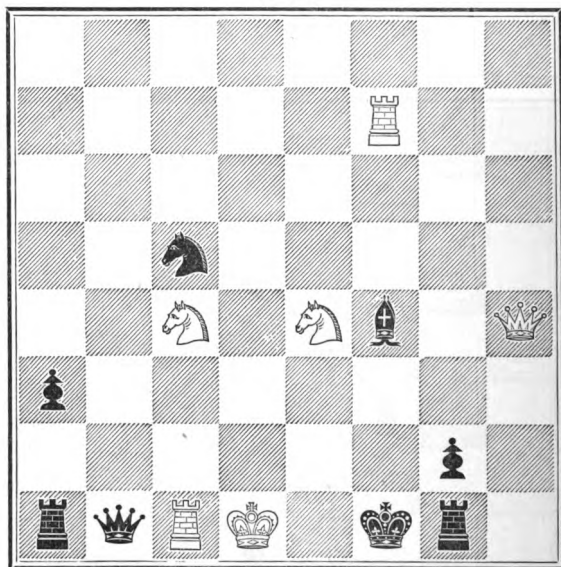
JUDGE'S REMARKS.—“No. 1 is a very elegant problem with a good first move. The forced mates are extremely beautiful and pure, while the construction is very pleasing.”

No. 2.

SECOND PRIZE in *Croydon Guardian* Sui-mate Tourney,
1883.

Judge—LEONARD P. REES.

BLACK.



WHITE.

White to play and sui-mate in two moves.

Republished in *Detroit Free Press*, *La Stratégie*, *Leeds Mercury Supplement*, *Matlock Register*, *Tri-weekly Gleaner*, *Vor Tid*, &c.

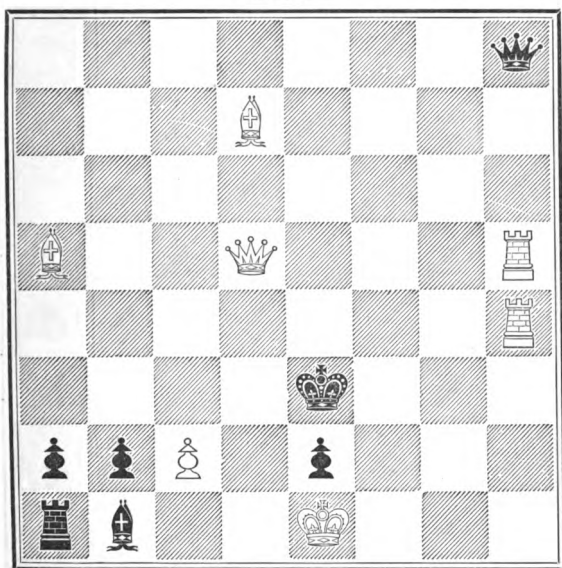
JUDGE'S REMARKS.—“No. 11 is a neat idea carried out with great economy of force and elegance of arrangement. The key-move is not difficult, and there is one dual, which is in this case hardly a blemish, being apparently unavoidable, and even adding piquancy to the idea.”

With all due respect to the learned judge we do not consider that a choice of moves for Black could be termed a “dual.”

No. 3.

Published in *Croydon Guardian*.

BLACK.



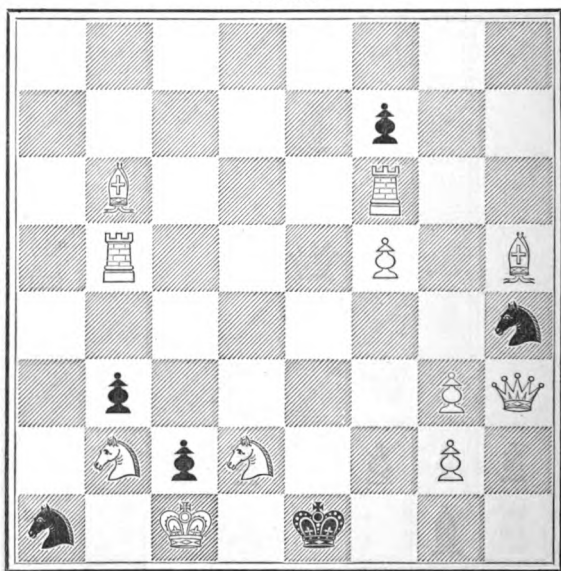
WHITE.

White to play and sui-mate in two moves.

No. 4.

Published in *Leeds Mercury Weekly Supplement*.

BLACK.



WHITE.

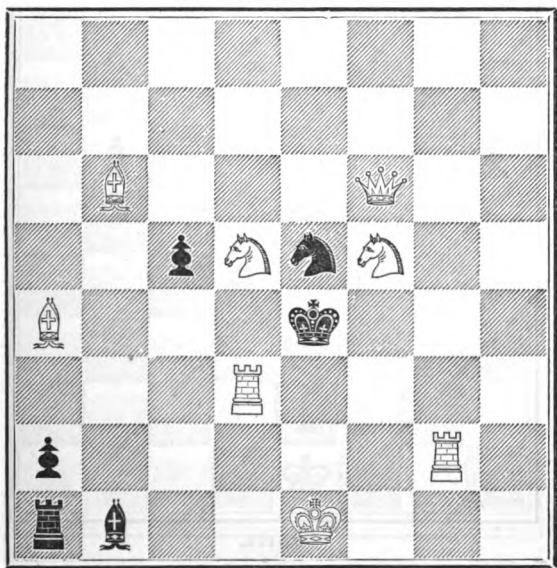
White compels Black to mate in three moves.

No. 5.

Neptune's Trident.

Published in *Tri-weekly Gleaner*, Jamaica.

BLACK.



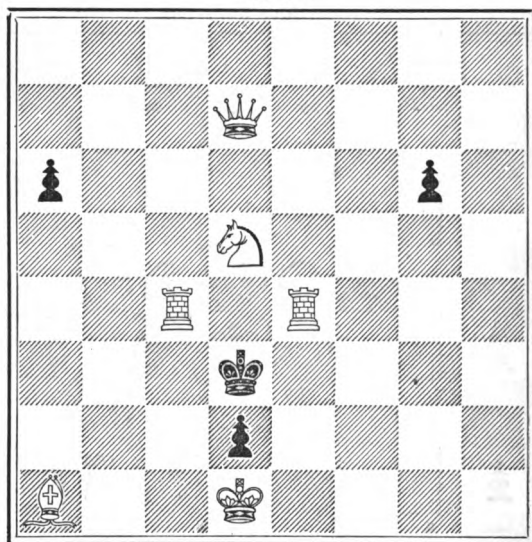
WHITE.

White compels Black to mate in three moves.

M

No. 6.

*The Magnet.*Published in *Detroit Free Press.*

BLACK.

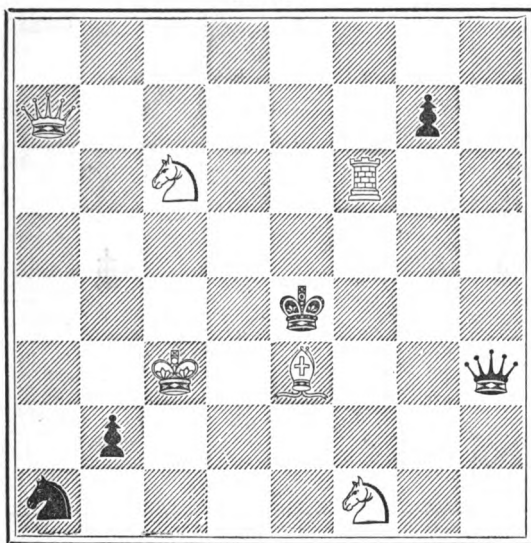
WHITE.

White compels Black to mate in four moves.

No. 7.

Cæsar's Doom.Published in the *Liverpool Observer*.

BLACK.



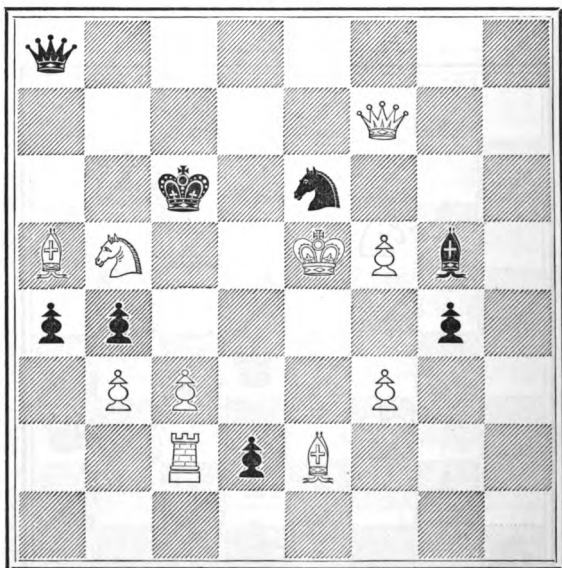
WHITE.

White compels Black to mate in four moves.

No. 8.

*The Doom of Socrates.*Published in the *Liverpool Observer*.

BLACK.



WHITE.

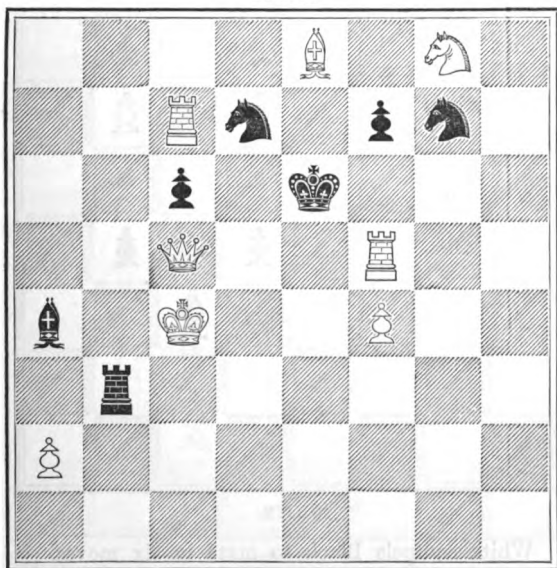
White compels Black to mate in four moves.

“What, never! Has Mr. Rowland so overcome our solvers that “The Doom of Socrates” has proved to them a lethal bowl?”—*Liverpool Observer*.

No. 9.

*The Sword of Damocles.*Published in *Chess Player's Chronicle*.

BLACK.



WHITE.

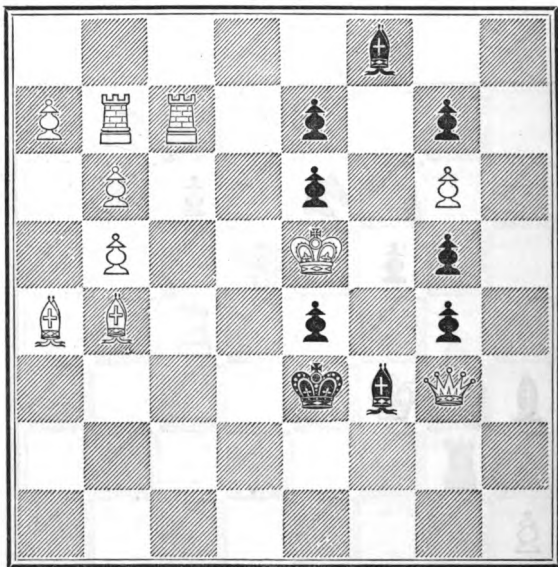
White compels Black to mate in five moves.

No. 10.

Dedicated to A. Bexley Vansittart, Rome.

Published in *Nuova Rivista degli Scacchi*.

BLACK.



WHITE.

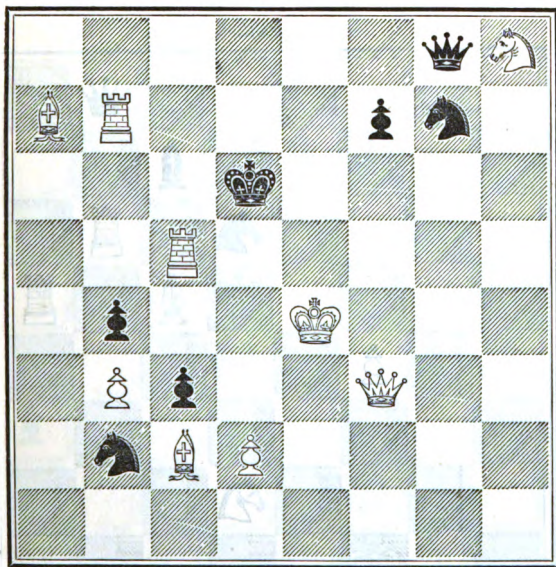
White compels Black to mate in six moves.

Questo problema forma la parola "to", (in italiano, "a", "ad"), che viene adoperato nella scaccografia inglese per indicare le mosse: per esempio, P to K 4 per P a 4 R, (P 4 R), ecc.

No. 11.

Jobe's Mighty Thunderbolt.

BLACK.



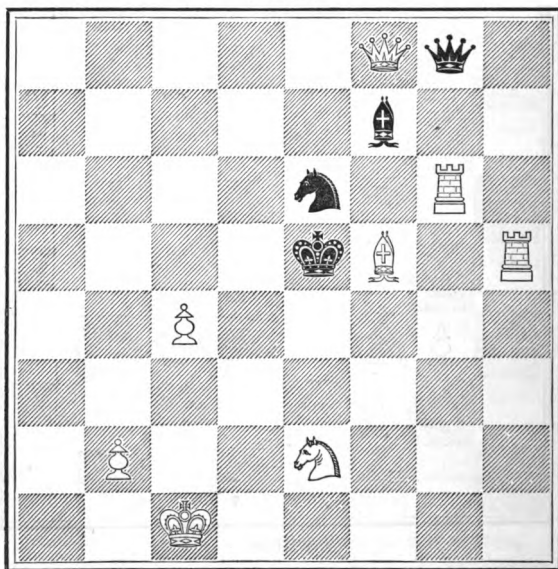
WHITE.

White compels Black to mate in seven moves.

No. 12.

*The Wheel of Fortune.*Published in *Land and Water.*

BLACK.



WHITE.

White compels Black to mate in eight moves.

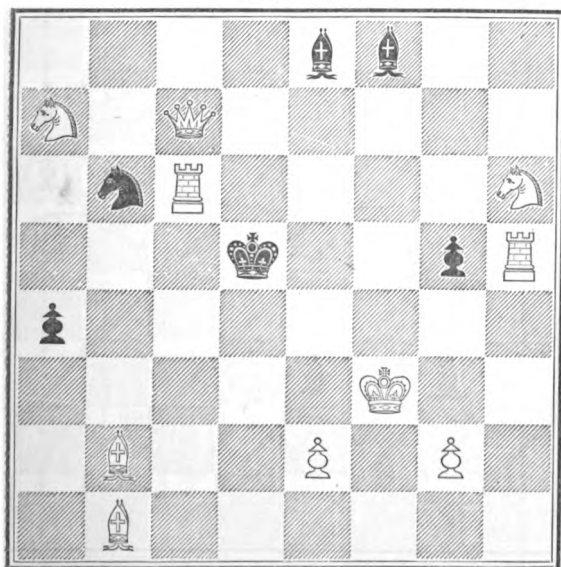
No. 13.

THE SCROLL.

By J. A. Miles and C. B. Rowland.

Published in *British Chess Magazine*.

BLACK.



WHITE.

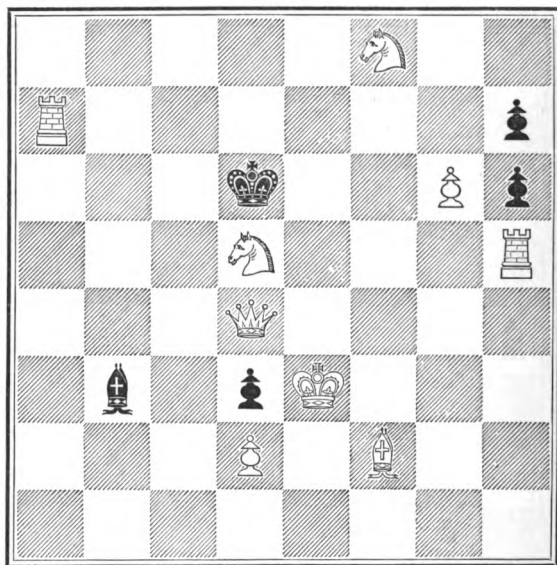
White compels Black to mate in nine moves.

N

No. 14.

Published in *Southern Weekly News*.

BLACK.



WHITE.

White compels Black to mate in ten moves.

Knight's Tours.No. 1.—Published in *Sussex Chess Magazine*.

Now,	irt	ght	our	heb	seo	pat	red
Kni	veils	bri	hun	Our	cke	ier	fs
mb	tray	day	ast	tyf	tot	cour	hwa
uess	he	Fro	ght	che	yne	ix	Wej
das	ima	dark	Our	ard	our	nda	ver
Till	but	yst	ge	the	O'er	our	Thr
lgr	lea	lif	ave	hwa	onw	cle	rkw
eis	lon	api	hat	ar	etr	oug	ney

The numbers falling on each of the files and ranks when added together form 260.

No. 2.—Published in *Brighton Guardian*.

outm	ing	me	Hes	acka	fulm	ghtd	land
An	tart	issi	est	ido	hear	nd wh	ower
twi	With	main	eca	ight	f Bl	stee	kni
edf	dba	Norr	ngo	toff	nce	isp	ite
are	ceo	ith	gsdo	ndo	And	lant	veof
cka	rom	nes	ere	asp	ire	Toro	allh
nan	esqu	Kin	nto	pro	ela	hner	Agal
the	gai	yth	ingl	Wit	ire	veto	amth

A tour is formed on each half of the board.

No. 3.—Competing Tour in *British Chess Magazine* Knight's
Tour Prize Tourney, 1884.

tune	your	as'd	Cha-	to	is,	this,	as
ple-	view,	falls	lady	with	nce	you,	And
ere	for-	well	the	Be	cl-	fair,	And
be	by	wh-	this	and	hold	con-	aim
you	ce	you	not	tent,	her	cho-	your
"You	ose	Turn	Sin-	ose	for-	and	with
kiss."	If	that	your	lov-	no	as	tune
cho-	bliss,	ing	new.	true!	for	a	seek

No. 4.—DEDICATED TO J. WATKINSON,
(EDITOR OF THE BRITISH CHESS MAGAZINE.)
BY MRS. T. B. ROWLAND.

fri	atha	nd"N	s"ea	owm	ours	ear"	ris
ss A	cht	any	ppyh	ew Y	tma	tow H	thou
e Wh	end	ble	hem	enuc	cans	y Ch	bri
hem	fre	hIow	sI h	app	ngt	ienc	tbes
emef	old	ppe	shs	edsc	Ches	ay"H	nth
lla	ucc	leth	Dear	arM	ych	yfam	sIsi
Anob	ormi	mos	ire	ayto	elsy	ar I	arm
ess	lea	thee	nstr	tde	edc	ngal	To th

Arithmetical Problem.

It is recorded that an Indian Prince was so pleased with the invention of Chess that he summoned to his presence the inventor in order to confer on him not only some mark of his royal favour but a substantial reward as well. The inventor having appeared and being asked to name his own reward, he rather surprised his Royal Highness by modestly asking for one grain of wheat for the first square of the board, two for the second, four for the third, and so on doubling to the 64th square. Of course the Steward was commanded to count out the required number of grains, but whether he was able to do so or not history does not reveal. If he was able to do so, and that—

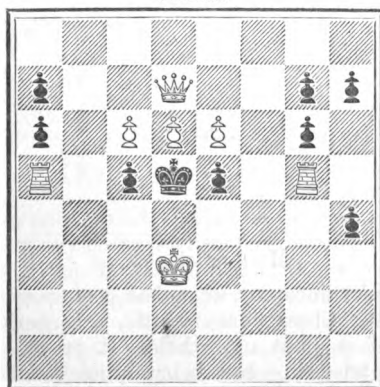
$$\begin{aligned}
 7489\frac{2}{5} \text{ gr.} &= 1 \text{ lb.} \\
 112 \text{ lbs.} &= 1 \text{ cwt.} \\
 20 \text{ cwt.} &= 1 \text{ T.} \\
 1024 \text{ T.} &= 1 \text{ cargo.}
 \end{aligned}$$

What was the quantity measured out?

Puzzles.

No. 1.

BLACK.



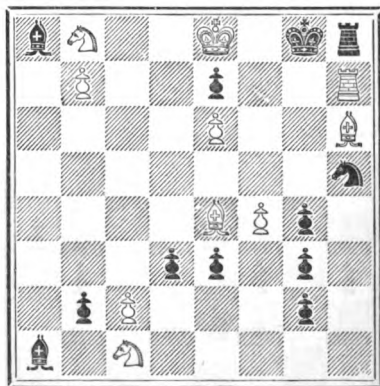
WHITE.

White effects mate without moving.

No. 2.

Christopher Crusty's Little Idea.

CHRISTOPHER chuckled with delight ; he rubbed his hands with glee, for a little "idea" struck him, and he was determined to carry it out. He had nearly all the Chessmen, but no board, the cook having boiled the pot with the one he had had. So he slipped round to his old friend Colonel Blunderbuss to borrow his. "Fire-and-fury but yer welcome, man," said the Colonel, "but it is only a draughts-board I have." "The very thing I want," said Christopher, smiling at the Colonel's ignorance about boards, "it will do grand for my little plot." He made home with the board, laid it out carefully, lit his pipe, and set to work. Kings, Bishops, Knights, Castles, and Pawns were arranged to his satisfaction, and after a few twists and twirls, Mr. Crusty came to a final *scacco matto* just as the clock struck one a.m. Hence the happy result :—



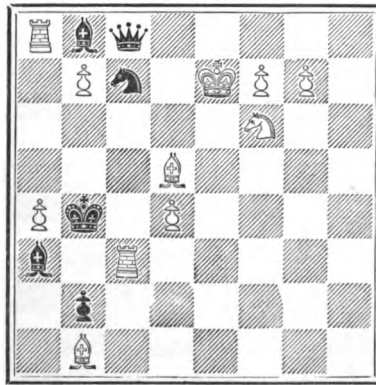
Mate on the move.

"A few weeks since our ingenious correspondent supplied us with a little Chess puzzle—little, according to his own estimation of it ; but nevertheless it proved a teaser for several who tried it. Not being quite satisfied with the amount of suffering inflicted by his former little effort, he invents another torturing machine for solvers, which he is

honest enough this time to call "a real-right-down regular rare one. The problem exhibited is quite correct Chess, and no violation of any law takes place. In fact, it is found to be quite easy—when you know how."—*Leeds Mercury Supplement*.

No. 3.

BLACK.



WHITE.

White or Black to play and mate or sui-mate in one move.

Qemo.

THE above puzzle depends on a literal interpretation of the rule which provides that a Pawn on reaching the eighth square may become *any piece* irrespective of colour.

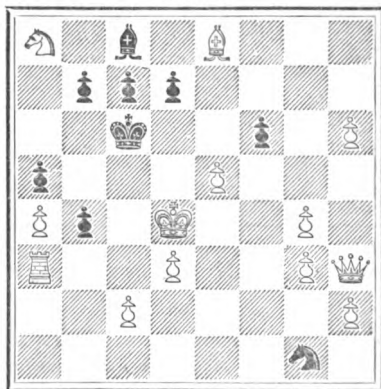
This monstrosity is the production of an erratic solver who has been sorely tried, puzzled and perplexed all the year round by the many posers and problems which have appeared from time to time in the numerous Chess columns. His æsthetic patience, resignation, fortitude, culture and hope all at once breaking down, he set to work and with wrathful spirit, regardless of all problem construction, devised it more for the sake of retaliation and revenge than to give pleasure. To prove his spiteful character; when composing it, he was overheard repeating, "Since I cannot prove a lover to enter-

tain these fair spoken days, I am determined to prove a villain." Consequently, gentle reader, we warn you not to attempt it, except indeed that you are the happy possessor of that knowledge wherein you are able to puzzle others. It may look beastly simple, but to any young solver who may be foolhardy enough to venture it we offer a few words of advice—carefully study the above memo and note that—but "hold enough," no more can we divulge, fearful of bringing the fiery wrath of the exasperated composer upon our devoted heads.

No. 4.

Dedicated to Walter Mead.

BLACK.



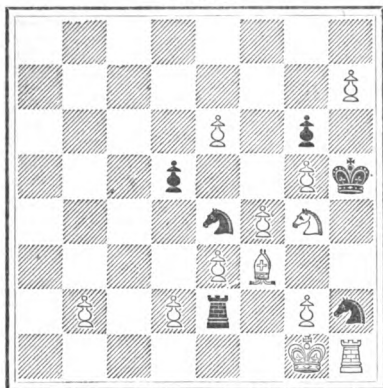
WHITE.

Black played last. Retract his move, then White to play and mate on the move.

"This ingenious position will take rank among the best of the many excellent stratagems of the celebrated Irish composer. It is simply a question of discovering Black's last move, which can be supported by proof. We invite solutions and criticisms, and commend the position to our solvers not so much for its difficulty as for the admirable way in which it is set."—*Southern Weekly News*.

No. 5.—An Eye Opener.

BLACK.

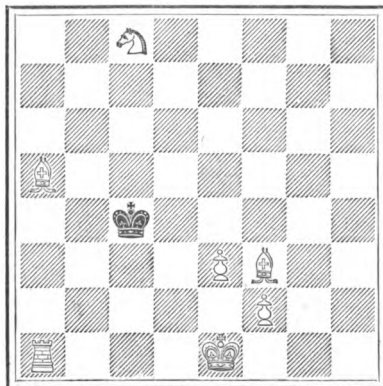


WHITE.

White has played two moves in succession ; retract his last move ; then Black to play and compel White to mate in one move.

No. 6.

BLACK.

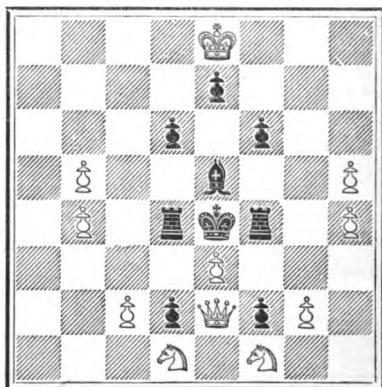


WHITE.

Can White stalemate Black in less than two moves ?

No. 7.—Christmas Tree, 1882.

BLACK.

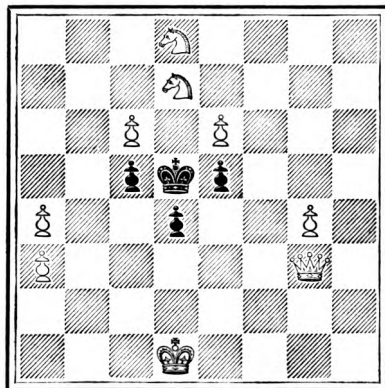


WHITE.

White to play and mate in two moves.

No. 8.—Christmas Tree, 1883.

BLACK.



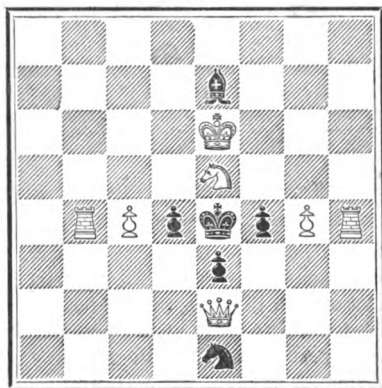
WHITE.

Can White mate in less than two moves ?

No. 9.—Christopher Crusty's Contribution.

Christopher Crusty vowed loud and lusty,
 He'd give us a problem that 'ud puzzle a Duke.
 It puzzled his proctor, it puzzled his doctor,
 It puzzled himself, and it puzzled his *cook*—
 For know, if you please, she often has *keys*
 To the larder of *mate*, which she finds at her ease,
 'Tis strange and antique, and has puzzled Pickwick,
 And puzzled the "Royal Antiquarian" clique.
 It affected one there who died in despair,
 At not being able to fathom it fair.
 Seventeen Clubs and Societies grand,
 At home and abroad all over the land,
 Failed trying to see wherein lay the key
 Of this peculiar profound mystery.
 So with your permission, this (im)position
 Crusty here gives us, with smiling submission.

BLACK.



WHITE.

B I L S T
 U M
 P S H I
 S M
 A R K

White to play and mate in two moves.

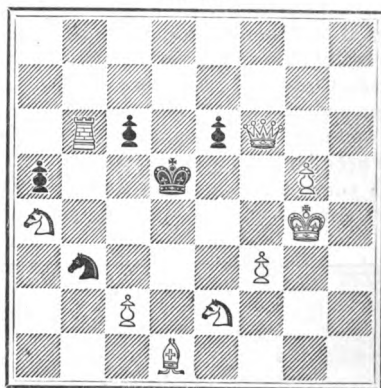
"Mr. Pickwick himself wrote a pamphlet containing ninety-six pages of very small print, and twenty-seven different readings of the inscription."—*Pickwick Papers*.

No. 10.

A Trump-card wanting a mate.

Specially composed for and dedicated to our lady readers.

BLACK.



WHITE.

White to play and mate in two moves.

Behold, fair maids, a simple heart,
 Untouched as yet by Cupid's dart ;
 It's offered to some willing hand,
 And waits to mate at her command.
 Ah, treat it fair ! it will reveal
 Romance of love, and war, and zeal—
 And show how true a heart may be.
 Accept it, please—and find the key.

SOLVERS' REMARKS.—“What lost a world, and made a hero fly.”

“My heart is gone, my peace is o'er,
 And I shall find it never more.”

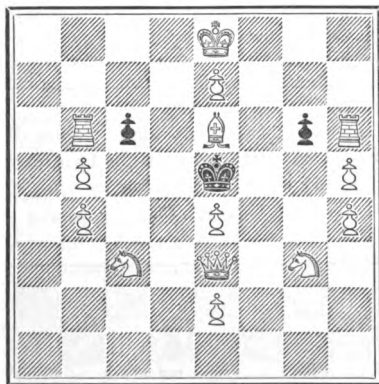
No. 11.

Prize as best position having most solutions

In the *Sussex Chess Magazine* "Octopus Puzzle"
competition, 1883.

Motto—"Try again."

BLACK.



WHITE.

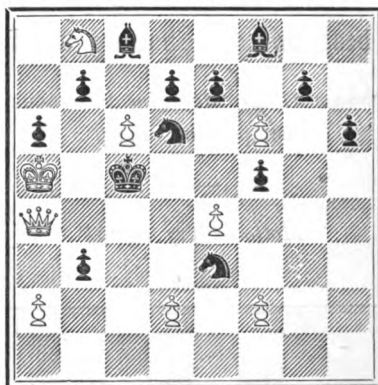
White to play and mate in two moves.

How many solutions has it?

The judges and the solvers all contend
Upon this problem but to what clear end?
Some say "it is a very deep un,"
Others say "it's all confusion."
We can only come to one conclusion,
That is—the true position is a false one.

No. 12.

BLACK.

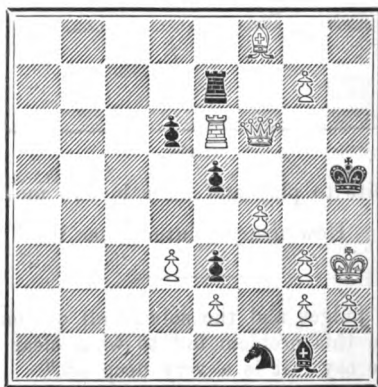


WHITE.

Black played last. Retract his move; then White to play and compel Black to mate in two moves.

No. 13.

BLACK.



WHITE.

Retract White's last move; then White to play and compel Black to mate in two moves.

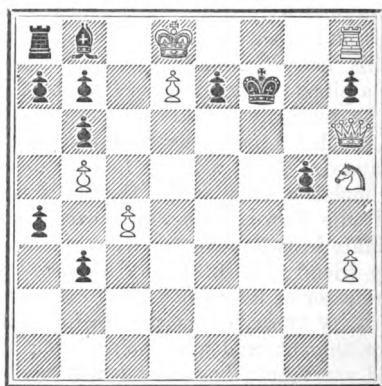
In Unrevealed End-game.

DOCTOR White and Professor Black—both more advanced in years than science, yet ardent aspirants for the mastership of Chess—having created sad havoc among each other's pieces over a game of several hours duration, eventually found themselves mixed up in such a position of irretrievable misery and hopelessness that it would require even the genius of a Steinitz or a Blackburne to decide which was on the nearest road to victory. Here they are—the professor with spectacles on, carefully scanning every detail of danger, and taking in the full surroundings of the miniature battlefield under his nose; while the doctor leisurely regales himself with a pinch of his favourite “Rappee,” feeling quite contented as he inwardly chuckles at the extra confusion of his opponent which his last move (that of the Queen's file Pawn) had caused. After a little further deep meditation the professor makes a move which threatens the capture of the aforesaid vile Pawn, and, alas! causes the doctor to announce “Mate in two moves” with a shout of exultation. “Oh, no, my friend; ‘J. B. knows a move or two’ yet,” replies the professor as he *again* plays to thwart the impending mate. “Very queer,” says the doctor, with a look of mingled astonishment and disappointment; “I certainly thought I had you there; however, I will not give you the satisfaction of taking the Queen's Pawn; I will move it out of danger.” This he accordingly does, quite overlooking the fact that he now blocks his King's only flight-square from a threatening check. After an interval of profound silence the professor makes one of the most peculiar and unaccountable moves that has ever been recorded in the annals of Chess. He makes it quite ignoring the fact that he could have mated on the move, and now he enables White to mate him instead. Whether it was his mind or his spectacles that led him astray, or the effects of the doctor's snuff, will always remain a mystery. “Aha!” roars the doctor; “I have you now, notwithstanding the fact that you have previously moved twice in succession.” “Oh!” said the professor, “if I have done so, please allow me to retract the moves.” The doctor

being agreeable, Black commenced to retract his last two moves, when, lo ! there suddenly came a hasty summons from one of the doctor's most particular gouty patients, and to Black's great gratification he had to go without giving the unwelcome *coup de grace*, thus leaving him master of the situation. Here we give the position, by the professor's permission, to enable the curious readers to retract for themselves :—

No. 14.

PROFESSOR BLACK.



DOCTOR WHITE.

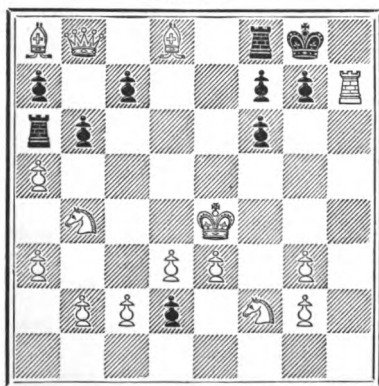
Retract Black's last move, White's last move, and Black's second last move ; then White to play and mate in two moves.

When is a Problem like a badly managed ship ? When the men are upset by the *cook*—some go over-board, and there is not a *mate* to be found.

What is the best thing to be done when you find you are losing a game ? Answer—Get a check (cheque) if you can, then *draw* if possible.

No. 15.

BLACK.



WHITE.

Retract Black's last move, White's last move, and Black's second last move; then White to play and mate in two moves.

“VARIATIONS.”—These are valued according to the brilliancy, or surprise, of the move that creates them. One of the most startling and brilliant occurs if your sleeve catches the corner of the board, the pieces fly about the floor and somebody comes in to ask which was it, Edwin or Angelina, who made it!

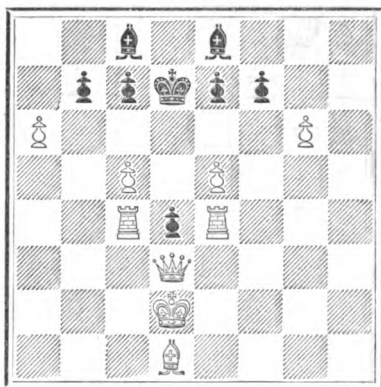
“COUNTER-ATTACK.”—When a composer sends his little position in 40 moves to be examined, and we, by return-post forward a sui-mate in 50, for an exchange of reciprocal sympathy, it may fairly be termed a “counter-attack.”

“PINNING.”—When a friend calls on us en passant, to give an opinion of his last chef d'œuvres, and places us between the fire and the Chess table, himself barring the egress, it may be termed “a pin.” If the problem is not “cooked” we are.

O

No. 16.—Christmas End-game.

BLACK.

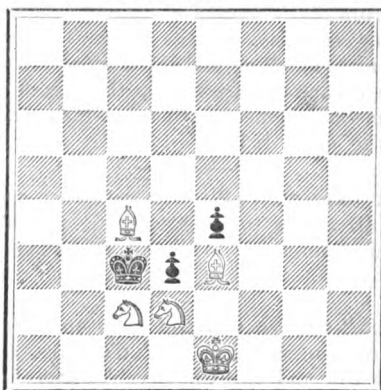


WHITE.

Can White mate in less than three moves?

No. 17.

BLACK.

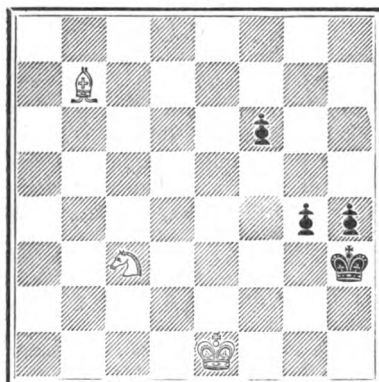


WHITE.

White compels Black to mate in three moves.

No. 18.

BLACK.

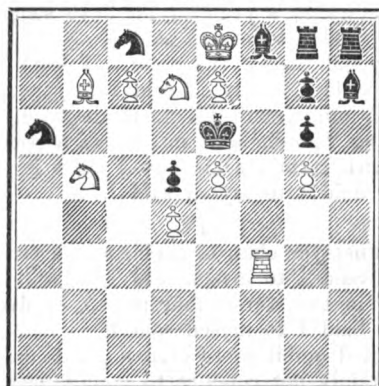


WHITE.

White to play and mate in three moves.

No. 19.

BLACK.



WHITE.

White to play and checkmate in two moves ; or, White to play and stalemate in three moves ; or, White to play and selfmate in three moves ; or Black to play and checkmate in three moves ; or, Black to play and selfmate in three moves.

Air, The Lord Chancellor's Song in "Yolanthe."

I.

"WHEN I started at Chess as a very young man,
Said I to myself said I,
I'll make problems on quite an original plan,
Said I to myself said I.
I will never try Castling a King and a Rook,
Or the cheat of a Dummy Pawn overlook,
Because they're both allowed by the *book*—
Said I to myself said I."

II.

"I'll never throw dust in a solver's eyes,
Said I to myself said I,
By a bad first move, as a means of surprise,
Said I to myself said I.
Some composers indeed may consider it right
To capture a Queen, Rook, Bishop or Knight,
A deception *I* think very far from polite—
Said I to myself said I."

III.

"Ere I start on a problem I'll have some 'idea,'
Said I to myself said I,
Not copy old themes (like many, I fear)
Said I to myself said I.
Our noble amusement I'll never disgrace
By making "pot-boilers" no end of a pace,
Which with certain composers I *know* is the case,
Said I to myself said I."

IV.

"With whatever class of problem you strive,
Said I to myself said I,
Whether in two, three, four moves, or five,
Said I to myself said I,
The hurried ambition to earn a great name
Will certainly not conduce to your fame,
And I fancy this rule might apply to the *game*,
Said I to myself said I."

Lines by A. E. S. in *British Chess Magazine*.

MY WAGER.

By "EVA."

"My dear fellow, to me it is the easiest thing in the world. I'll bet you fifty to one I will solve any two-mover in five minutes, providing no noise is going on around me."

* * * * *

A few evenings after the foregoing remark, which was made to a brother Chessist, a member of my club, as I was strolling along one of the principal streets of the town, a timid touch on my arm arrested me, and a sweet voice inquired, "Am I not addressing Mr.—, the Chess player?" Turning, I saw at my side a lady in a fur cloak, apparently young, but a thick veil so completely hid her face it was impossible to tell her age. Somewhat surprised, I answered in the affirmative. She then asked me, "if I could spare half an hour to examine a difficult problem." Replying, "With pleasure," I tried to see her face, but the veil defeated me, and only a round white chin and a knot of golden hair was visible. (I've a weakness for golden hair.) Bidding me to follow her she walked quickly westwards, and turning down a quiet, aristocratic street, entered one of the houses. As we passed through the hall she threw aside her cloak and hat. I then saw she was exceedingly pretty, with lovely blue eyes, and unmistakably a lady. To describe the astonishment I felt was impossible; but if my face expressed half my bewilderment I must have looked perfectly idiotic. She seemed to enjoy my perplexity, as with a suppressed smile she asked me to walk upstairs, adding—

"My papa is just recovering from an illness; will you therefore be patient with him, as his temper is rather peculiar?"

This damped my hopes, for I had thought it was the young lady who desired my assistance, and I did not much relish the idea of "papa."

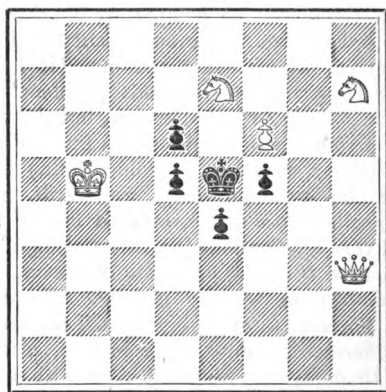
However, I followed her upstairs into a large, handsomely furnished room, the sole occupant of which was pacing up and down after the manner of a bear at the "Zoo." He was a tall, stout old gentleman, with very bushy grey hair and whiskers, dark eyes, and a decidedly disagreeable face.

"Papa, dear," said my conductress, "this is the gentleman you wished to see, and he will help you out of your difficulty." "Will you, indeed?" said he, advancing eagerly towards me. "It is a difficult two-mover, perhaps you would like to take down the position and solve it at your leisure." "Oh no," I replied, with my usual modesty, "I can solve any two-mover in five minutes." "Then sit down, sir, and solve this," said he brusquely (pointing to a Chess-board and men on a table near him), adding, in quite a different tone, "Madeline, you need not stay."

No. 20.

THE PERILOUS POSITION.

BLACK.



WHITE.

White to play, Black to play, then White to mate.

The young lady, with a smile and bow, retired. As the door closed on her, I began to think my adventure would not turn out so agreeable as I had anticipated. After looking at the problem a minute or two, I inquired if "the position was correct." "Correct, sir; quite correct," said he angrily. "Do you think I don't know the position of my own problem? It is perfectly sound, but since my illness, for the life of me, I can't remember the key move."

"I took another look, and then remarked, "There *is* no solution."

This was the signal for a regular burst of wrath. He paced about gesticulating and raving like a lunatic, till suddenly stopping short before me, he said in a low determined voice, "Unless you solve that problem in five minutes, as you boasted, I will scatter your brains on yonder wall." And to my horror I saw he held a revolver in his hand. I felt then I really had a madman to deal with.

Taking a seat a little distance from the table, he levelled the pistol at me, and waited.

Glancing at the clock, I saw it wanted five minutes to eight.

Was it possible to solve such a problem under such circumstances? I tried, but Kings, Knights, and Pawns all seemed in a mist; and I saw nothing clearly but that confounded pistol. The silence was terrible, broken only by the ticking of the clock, and seeing how rapidly the moments were flying, in order to gain a little time, I exclaimed, "I have it—is not P to B 7 the key?" I fear my voice betrayed me, for he made no reply, but pointed significantly to the clock, and then pointed to his weapon. The state of my nerves was not improved by this, and in desperation I made up my mind for a sudden dash at the pistol just as the clock struck eight. With a bound I was on my feet, with a spring I clutched the revolver, when a laughing voice rang out in the room. "Ha! ha! Charlie, old boy, you've lost the wager and I have won £50." On pulling myself together I found that instead of the old gent, there sat my friend T. B. Rowland, his face now undisguised, and beaming with delight, and grey wig and whiskers pulled off and flung aside.

* * * * *

Yes, I lost the wager, but eventually solved another sort of problem—although I could not find a mate for my life, I found for my life a mate.

"*Points*" are very agreeable to get sometimes, but, if they proceed from a darning needle being left in your arm chair, they may be unpleasant.

First Prize as best in *Sheffield and Rotherham Independent*
 HUMOUROUS SKETCH COMPETITION, 1884.

Judge—J. CRAKE.

Chess in Ballyhaderscadereen.

IT was St. Patrick's Day, so Mr. Phil O'Donnell MacCoul, determining to celebrate the Grand National Festival of his country, mounted a sprig of the rale shamrock in his caubeen and sauntered down to the Chess Club just to see what divarshun the bhoys was up to. There he found Dr. O'Flannery (Pres.), Con Corrigan, P.P. (Sec.), Teddy Lannigan, Tim O'Hagan, Paddy Murphy, Larry Finnigan, Barney O'Brien, and others, who made up one of the liveliest and jolliest parties that ever sat over Chess or festive board.

"Go-morro, bhoys," said P. O'D. MacCoul as he entered. "Go-morro," kindly chorussed the members as they made way for him at the table which was drawn near a big blazing turf fire, and around which most of them were sitting. Mac Coul having taken his seat, the Doctor rose and said: "Ye are mighty welcome, Misther Phil O'Donnell MacCoul, for there's not a betther man from the Cove o' Cork to Connamara than yerself at givin a toast, playen a game, or solven a problem. (Cries of "Hear, hear.") Ye'r an Irishman, we're all Irishmen, and St. Patrick was an Irishman.—(Applause.)—Ordher up more sperits, yer riverance, an' clap the kittle on the fire.—(More applause.)—But whether St. Patrick played Chess or not history doesn't revale. Howiver, it's proud we ought to be, for was it not on the green sod of Erin Chess was invinted; does not the thirty-two min on the boord represint the thirty-two counties? does not the sixty-four squares represint the sixty-four ould towers that were scattered o'er the land? is not the coat-of-arms o' the famous city o' Dublin three castles? the fourth wan stands on top o' Cork Hill as purty as ye plaze. Was it not played be Fin Ma Coul, Bryan O'Lynn, an' Brian Boro? Yez, me bhoys, in them fine ould times there was lashuns o' game (bringing his hand down with a bang and smashing a ten-penny Chess-board.) Was it not—but here's the sperits,

gintlemen, and I conclude.”—(Long, loud, and continued applause.)

Mr. Phil O'Donnell Mac Coul: “Musha thin, doctor, but ye'r the man that can spake. I'm overcome ontirely, but am thankful for ye'r kind welcome and good charachter, but be the same token his riverance there bates me hollow at toasts—(“Oh, no,” from his reverence)—yerself bothers me complately in games, an' Misther Teddy Lannigan knocks the shine out o' me wid problems—(“No, no,” from Teddy)—but I can join yez in a thrate an' drink prosperity to the club—(great applause)—the club I'm proud ov bein a mimber ov. There's nothing goes to me heart so much, barrin' the colleen, as a good game, a tough problem, an' a strong tumbler o' punch; an' I consider that

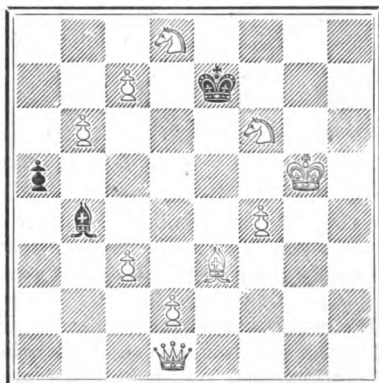
The greatest divarshun that's under the sun,
Is to sit by the fire till the problem is *done*.”

(Hurrah! and other cheers.) After his reverence had said a few words, and the bowl had freely passed, the Doctor proposed that “Misther Teddy Lannigan would oblige them wid wan of his nate positions.” Whereupon Teddy arranged

THE IRISH DIAMOND.

No. 21.

BLACK.



WHITE.

White to play and mate in two moves.

"This," said the doctor, "has been composed for this special occasion, Misther Lannigan having concentrated all his heart, mind, and imagination on it. It is purty, as yez will see, and mighty s-square." "Thru' fur ye," said his reverence, "but it has a point." "Maybe ye mate wid the King?" suggested Tim. "Hould yer whist," mutters Pat Murphy. "I have it, begorra," cries P. O'D. MacC., "Mrs. Quane knocks the old bhoy into smithereens wid her battle-axe." "Tare-an-ages, but ye have it," says Teddy. "Och, sure, there's nothin' new in two-movers now a-days," returned P. O'D. Mac C., "just pass me the jug, an' instead ov wan problem to be solved in two moves, I'll give yez two problems to be solved in wan move.—(Cries of "Bravo," &c.)—Here yez are thin."

POSITION I.

						
QR5,	QB1,	K5, KR1,	KB5,	QR6,	QB5,	K6.
						
QB3,	QKt4,	QB2,	Q4.			

POSITION II.

							
KR5,	KR4,	Q5, QR1,	QB5,	K4 & 6,	KKt4 & 6,	Q6,	KR6.
							
KB3,	KKt4,	KB2,	K4.				

White to play and mate both in one move.

"Now," said P. O'D. MacC., crack two nuts wid wan blow and solve them." The members could do nothing but stare, and silence reigned. After a time they gave them up, consulted, and finally resolved to call on the composer for an explanation. But lo! they found he had fallen asleep, under the table. "His genius has overcome him," said the doctor, "so yez may lave him there; we call on Misther Finnigan for a song, an' not forgotten 'tis St. Patrick's night we must replenish the jug. Misther Barney, will ye pass round the hat if ye plaze?"

Chess in Ballyhaderscadereen.

BY J. G. CUNNINGHAM AND T. B. ROWLAND.

CHRISTMAS having come round again, displays the room of the celebrated Chess Club at Ballyhaderscadereen in all its glory. Holly and ivy hung in wreaths everywhere, challenge cups and prizes held prominent positions, and glistened in the ruddy glow of two big blazing turf fires, while the odour of the wassail bowl wafted odoriferously through the hall. Most of the members, and a great many distinguished visitors were present. Among the latter were The Champion of the World, the ex-Champion, Brightburn, Pird, Plotter, Jamriles, C. J. Aving, T. B. Rowland, C. Splank, B. Land, C. Rake, Drake, Blake, &c. The principal event of the evening being the great match between Captain Slabdash and Colonel Blunderbuss, the bowl went round, toasts were given, cigars lit, and the opponents sat down to the board.

KING'S FIANCHETTO.

White.

Black.

CAPTAIN SLABDASH.

COLONEL BLUNDERBUSS.

1 P to K 4

This is a move the Captain has made thoroughly his own ; indeed, it might almost be named the "Slabdash Opening." It is decidedly better than 1 P to K 3.

1 P to K Kt 3

This quiet development is worthy of the Colonel, and eminently characteristic of his play—safe, sound, solid, and substantial.

2 B to Q B 4

2 B to K Kt 2

3 B to K 6

"Bother the 'chetto,'" said the Captain. "I'll *get o-ver* it by a smash in." "So like Slabdash," whispered Plotter to Brightburn.

3 B P takes B

The Colonel took some time to consider this move, for he well knew how Slabdash lays his little traps.

4 K to K 2

"Ah? zo, zo!!" said the Champion of the World, "He means for to make zat leetle King go vork zome."

4 K to B 2

The Colonel evidently will not let his King be out-generalled.

5 K to B 3

5 K to B 3

6 Q to K 2

"A beautiful move, arising out of the very principles of the opening, linking together the whole chain, until it becomes an iron net-work round the Black pieces," said Plotter. "Rubbish," growled Pird.

6 K to K 4

7 P to Q 4 ch!

7 K to Q 3

Brightburn spoke highly of this move, and pointed out afterwards that Black would have lost at once had he taken the Pawn.

8 Q to Kt 5

A perfect thrill of astonishment went round the room as Slabdash played this splendid *coup*. That eminent player turned to Rowland and actually winked. "Mate threatened on the move, my boy; as good as a problem," said he. Whereupon he lit his pipe.

8 P to K R 4

9 Q to Kt 6 ch

When he saw his opponent was quite oblivious of his impending doom his heart rejoiced exceedingly; but, alas, his tobacco (Limerick twist) was too strong, and the smoke, getting into his eyes, caused him to bring his Queen down with a bang on Kt 6 instead of B 5, at the same time ringing out the false alarm "mate." Quick as lightning the Colonel's hand was extended to seize the Queen. "Mate be blow'd, said he. "Stop," thundered Slabdash, "I meant to go to B 5; it's mate, I tell you." The foes now glared at each other like two Tom cats on a garden wall, and matters would have been a great deal worse had not the President, Vice-President, Hon. Sec., Auditor, the whole of the managing committee, members, and visitors, interfered. Matters were got right at last. Moral by Drake, "Don't smoke when playing Chess."

	9 R P takes Q !
10 Kt to K 2	10 R to R 6 ch

If the Colonel has a weakness at Chess, it is his fondness for a check, and he has to pay the penalty of it now—

11 P takes R	11 K to B 3
12 P to Q 5 ch	12 K to Kt 4
13 P to R 4 ch	13 K to R 4
14 R to Q sq	14 P to R 5
15 R to Q 3	15 P to K Kt 4
16 R to B 3	16 B to K 4
17 B to Q 2	17 B to Kt 6

“Why this thusly?” asked Blake. “Go to Heckleburnie,” said Blunderbuss, “any fool can see what I am driving at.” “Yes,” said Brightburn, “any fool, but no wise man.” B. Land immediately asked Brightburn to have another cigar.

18 R P takes B	18 P to R 6
19 Kt to R 3	19 Q to B sq ch
20 K to Kt 4	20 R to R 5 ch

Once again the love of checks (not Chess) comes in. “Stop!” howls the Colonel, as the little P took his Rook. “I didn’t see that P there. I thought it was mate next move by K takes P, Q to B 3 mate, don’t you see?” “But, the Pawn being there makes a *mate*-rial difference,” murmured C. J. Aving, softly, whereupon Rowland asks him to have a drink. The two quietly slope off for awhile.

21 P takes R	21 K to R 3
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“I’ll have no more foolin’ round,” said Blunderbuss; “My King retreats for safety.”

22 P to K 5	22 K to R 2
23 P to Q R 5	

“This advance is made at the right time, and shows high Chess powers,” said Pird. “Just so,” said Plotter; “the power of the Pawns at the Queen’s side is one of the principles of the game.” “Zat is zo,” said the Champion of the World. “Gerout,” said the ex-Champion.

	23 K to R sq
24 P to R 6	24 Q to Kt 2
25 P to B 4	25 Q to R 3

"What are you daddling about your Queen like that for," asked Jamriles, "don't you know that an end-game or problem must be produced by fine play? Give us something worth looking at, else it is a loss of time." "Do you think I am going to lose my Queen like he did?" asked the Colonel; "not if I know it."

26 Kt to Q 4	26 Q to Kt 2
27 P to R 7	27 Q to B sq
28 R to Q Kt sq	28 Q to Kt 2
29 P to B 5	29 Q to B sq
30 Kt to B 6	30 Q to Kt 2
31 P to Q 6	

"Zat is gud" said the Champion, "it is ze attack in ze centre vich always vins, ze leetle Pawn goes puff! and blows away all ze oter men, zat is so." "'Tis not so," replies the ex-Champion, "and as for your attack, counter-attack, or defence, they are nowhere."

	31 Q to B sq
32 P to B 6	32 Q to Kt 2

Alas! for the unfortunate Colonel. He had got so used to the see-saw business that he never noticed that Slabdash had ingeniously sent up the B P at the last move. When he saw his Queen doomed he could not credit his sight. "That Pawn was not there when I moved," he shouted. It was not until Brightburn called out all the moves backwards that he was conscious of his error.

33 P takes Q	33 Kt to B 3 ch
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"Altogether too desperate," said Pird, "a useless check and the loss of a Knight."

34 P takes Kt	34 P to K 4
35 K to B 5	35 Kt to R 3

"Too late, too late, does the good Knight come," hummed C. J.AVING. "We cannot allow you to say 'good night' now," said the President.

36 P to B 7	36 Kt to Kt sq
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This strange retreat is unexplainable by any ordinary theory of the game, and can only be put down as a last attempt at originality.

37 P takes Kt a Bishop.

Now all the genius of our noble and gallant Captain comes forth. Deeply versed in those wonderful conditional problems which come from East Marden, London, Fakenham, and Dublin, he was not to be tempted to claim a Queen. Oh, no! A Bishop would be his, and a splendid end-game the result. "Any idiot could mate with the Queen," proudly said he, "but it takes me to call for a Bishop only." Grand words! Noble man! A round of applause went through the room.

38 R to B 5
39 R to Kt 4

37 K P takes Q P
38 K P takes R
39 P takes R

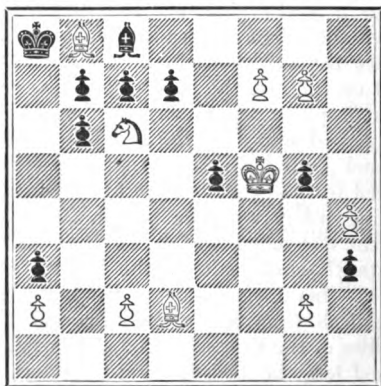
Here occurred the most memorable event of this great match. After the Colonel had played 39 P takes R, the massive oak door was thrown open, and in came four cup bearers, with the wassail bowl replenished to the brim, followed by a dozen villagers, bearing a tremendous yule log. This welcome intrusion drew the attention of all from the board. The log was duly set on the fire, the bowl in its place of honour; and then it was proposed, seconded, and unanimously carried, that the players should have the first imbibe from the spicy bowl. Colonel Blunderbuss, having refreshed his inward man, returned to the board, where his opponent was already seated, looking intently at the pieces. Forgetting that he had played the last move, and seeing that he could capture a Kt, he instantly shuffled it off the board. Great was the excitement at this illegal move. "What's the penalty?" shouted Slabdash. "Where's the 'Praxis?'" criedAVING. "Get the Laws of the Game," called the President. "You've moved since I left the board," said Blunderbuss. "That's a condemned sanguinary violation of veracity," spluttered Slabdash. "You did," said the Colonel. "He didn't," chorused the bystanders. "Order," roars the President, "or I'll vacate the chair." At last things settled down, and poor Blunderbuss acknowledged his error and tendered an apology. But the penalty, who would settle that? The Champion said, "I do disremember the von leetle rule." The ex-Champion said, "Hem." Plotter said, "The move is so much against the principles that I cannot venture to form an

opinion." Jamriles said, "I will have nothing to do with a position that was arrived at by bad play." Brightburn lit another cigar and said nothing, while others were analysing the contents of the steaming wassail bowl. "Here is the penalty," said B. Land, producing an open book. "I crave it," said Slabdash, "let it be enacted, and I will effect a mate." "You should state the number of moves you can do it in," said Splank. Here the time allotted to play expired, so, as the assembly had other matters to turn their attention to in connection with the merry Christmas season, the position was noted, and the final play adjourned to next meeting night.

The position stands as follows :—

No. 22.

BLACK (COLONEL BLUNDERBUSS) 10 pieces.



WHITE (CAPTAIN SLABDASH) 10 pieces.

Black has improperly played two moves in succession. What was the latter of these two moves? When found, retract it; and say in how many moves can White effect mate.

"*Waiting Moves.*"—Tourney awards (specially if you are after winning a £5 note which you don't get.)

FIRST PRIZE AS BEST IN *Matlock Register* ORIGINAL
SKETCH COMPETITION, 1883.

Proposed Chess Club.

BY T. R., BELPER.

A MEETING was held on Monday evening last at the Reading Room, Chevin, for the purpose of discussing the propriety of establishing a Chess Club in connection with the Reading Room and Institute. The room was fairly well filled.

Mr. Wurzeltop proposed that "Mr. Twigg, being a gentleman as understood a bit of everything," should take the chair. This was seconded and carried unanimously.

Mr. Twigg, who rose amidst applause, felt the present to be one of the happiest moments of his life. (Cheers). The subject of Chess (hear, hear); the subject of Chess (cheers). was a subject (renewed cheers); since having learned to play Chess with his son Billy [Mr. William Twigg, junior, the gentleman referred to, was present, and visibly affected] he had been far happier in his mind (applause), in his mind—he repeated it—in his mind. (Loud cheers). He thought the time had come to establish, or rather start, a Chess Club in the village of Chevin. (Cries of "town"). He meant town of Chevin. The speaker concluded by observing that if a Club was formed he should be happy to present it with a set of Chessmen that had belonged to his grandfather. He hoped that they would be much used,—he believed only fourteen of the pieces were missing. (Loud applause).

Mr. N. Peckt proposed the first resolution—"that in the opinion of this meeting it is desirable to establish a Chess Club in the town of Chevin." (Loud cheers). He played Chess; but confessed that he played skittles better; mind you, he did not think that skittles was the better game, but somehow he did better at it. (Laughter). Chess was good exercise; it extended the facilities—he meant faculties. (Hear, hear). He had bought a set of Chessmen: and since then there had been less illness in the house. On these grounds he moved the resolution, and begged to sit down. (Applause).

P

Mr. Pigstock seconded the motion from the bottom of his heart. He thought that anything that would please the children ought to be indulged in. (Cheers). He knew nothing of Chess ; but it somehow looked well to have a set of Chessmen on the piano. It gave him a feeling of intellect. (Hear, hear). He hoped that care would be exercised that no ill effects would result from too great indulgence in the game. What with local boards, and school boards, and one thing or another, things were vastly different now to when he was a lad. (Laughter).

Mr. B. Troot respectfully begged to ask if it wouldn't be better to add the games of dominoes and all fours. In his opinion it would make the Chess go down better. (No, no ; yes, yes). It was only his opinion.

The Chairman, after consultation, thought not. He must confess that he had his misgivings. Chess had been likened to the scarlet woman—but he hoped for the best. (Hear, hear).

The motion was put, and carried unanimously. Mr. Sweetbrier proposed that the schoolmaster, Mr. Piper, known as the Professor, should be the president of the new club. Professor Piper had a lot in him, (hear, hear), a great lot. He smoked a long clay pipe better than any man he knew. He had other qualifications : he knew the names of all the Chessmen perfectly, (hear), perfectly. Professor Piper would do honour to any Chess Club. (Cheers).

Mr. Pickle begged to second the resolution, and endorse everything.

The motion was carried with applause.

Professor Piper was unaccustomed to public speaking. (Cheers). He thanked the meeting for their confidence. He would do his very best. Mr. Sweetbrier had really spoken too highly of his attainments. (No). He should make it a point to attend all the meetings of the club, and preside personally. (Applause). Everything that he could do should be done to make it a success. (Loud cheers).

Mr. Thomas Little was appointed hon. secretary. The following were elected as a committee to act with the officers in carrying on the affairs of the club :—Mr. Twopenny, Mr. N. Peckt, Mr. Wurzletop, Mr. Allspice, Mr. Twigg, and Mr. Sweetbrier. Five to be a quorum.

The History of Mr. Blight's Dummy Pawn.

CHAPTER I.

He wore a light blue tie, and his name was Blight. Nature had endowed him with a curled moustache, art with a Tweed suit, and heaven a taste for Chess. There was something particularly melancholy in his appearance. Melancholy men are generally attractive, if not popular, their woe-begone air lends a charm of mystery. Mr. Blight had a mystery.

Ashampton possesses a Chess Club; the centre of a brilliant coterie. Mr. Blight was one of its chief ornaments. Not that he was a strong Chess-player, or a good problem composer, or even a decent problem solver; indeed there is authority for saying he was none of these. Mr. Blight's uncle's wife's cousin, on his mother's side, has been heard to remark that Mr. Blight was a duffer at Chess. Mr. Blight was a duffer, one of those happy-go-lucky ordinary sort of duffers, you know, but happily, or unhappily, he was not aware of it.

A few years previously great consternation had been made in the world of Chess by arrogant claims placed forward by a certain pawn, known to Chess-players as the dummy pawn. Mr. Blight, who possesses strong sympathies, and who always supports the weaker side of a case, on principle, was up in arms. His whole soul was thrown into the controversy, the beauties of his noble nature shone in his enthusiasm. The dummy pawn required protection, Mr. Blight would be his protector. At this time Mr. Blight's labours in the literary field of Chess would fill a volume. He concocted squibs praising the dummy pawn. He compounded anagrams, and epigrams, lauding its virtues. He parodied and paraphrased its enemies. Mr. Blight was happy.

CHAPTER II.

But—alas! Mr. Blight's uncle's wife's cousin, on his mother's side, has seen the world, and picked up a thing or two, amongst which, may be mentioned the art of tattooing.

Now, in the enthusiasm of the moment, Mr. Blight permitted this relative (pardon brevity) to tattoo the semblance of a dummy pawn upon his breast. The idea was romantic, it possessed the essence of poetry, but—alas! a dummy pawn tattooed upon the breast has its disadvantages, for, as Mr. Blight grew in stature, as his fair proportions assumed fairer proportions, so did the dummy pawn. Mr. Blight was alarmed. The time may come, thought he, when I may be all dummy pawn. The local doctor was consulted; he, however, could not remove, but offered to convert the pawn into an Egyptian Pyramid. Mr. Blight said he preferred the dummy pawn, and so matters stood.

CHAPTER III.

It is Christmas time. There is a brilliant ball in the Town Hall of Ashampton. Mr. Blight, dark and melancholy, watches the gay throng. His gaze is chiefly directed to a fair form now in the maze of the Lancers. He is down for the next dance with her. "To-night," he mutters.

Mr. Blight was on the eve of a proposal. A few minutes later Mr. Blight is leading his fair partner to a verandah, which, as usual, is near waiting for purposes of this story.

"A pretty waltz," he said.

"Lovely," replied the maiden in low sweet accents, and then they talked about the moon, and the stars, and botany * * * * "Lucy," murmured Mr. Blight, screwing up his courage to the proposing point, "I have something to say to you—something on my mind—hem—something on my breast"—and his eyes gazed into his companion's. "Yes," she replies, "papa has told me all about it, it's a dummy pawn. I should so like to see it."

Nature smiles, the seasons roll on, birds chirp, and mate in their turn, but Mr. Blight is still melancholy, and still single.

T. R. BELPER.

Why should total abstainers strongly approve of the Dummy Pawn? Because it *takes nothing*.

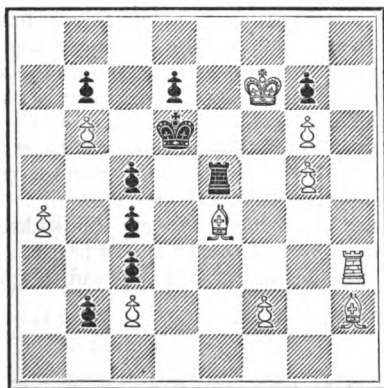
A HOME RULER.

BY FRANCIS C. COLLINS.

Dedicated to Mr. Blight.

No. 23.

BLACK.



WHITE.

White to play and mate in three moves.

PRIZE AS BEST IN *Matlock Register* POETICAL SOLUTION
COMPETITION, 1883.

Dedicated to Mr. Blight.

WHY remain single, or thoughtful, or sad,
 When such "a Home Ruler" as *this* can be had?
 Happy art thou my dear friend, Mr. Blight,—
 I congratulate you with a heart of delight.
 Your emotional breast, that is *touched* so deep,
 May now gently heave with a sigh of relief:
 Your close-bosom friend, who caused you such pain,
 Here rises before us in valour and fame.

Instead of thee *Blighted*, 'tis plighted you'll be ;
 The next thing is, Blight, you *knighted* [united] we'll see.
 White wars right and left, and, to our great pride,
 Your little friend rises, and rolls back the tide ;
 Though silent, and dark, he dumb-founds the foe—
 And phantom-like rises wherever they go :
 But the strength of the Church enables the State
 To conquer the hero through a mighty Prelate.
 With subtle intent, and cunning desire,
 He retreats to Knight's 2, under cover of fire ;
 Then Pawn to Knight 8, remain, or exchange ;
 The foe gain the day, for the Castle has range.
 Now, here, my dear Blight, we all plainly see
 The Bishop can *mate*—is it not his du-ty ?
 Our *Mute*-ual friend that is next your heart
 Here acts the best man—'tis an important part ;
 Besides, is he not as great as the Queen,
 Who battled so bravely, so strong, and so keen ?
 I close with a vote of thanks and of praise,
 To him * who has brightened your sad, Blighted days.

Vines Dedicated to Francis C. Collins.

CHESS of great men oft remind us—
 We can make our Chess sublime,—
 And composing, leave behind us
 Problems on the page of time.

Problems, that perchance another,
 Who a like success would gain—
 A perplexed or “Blight”-ed brother
 Solving shall take heart again.

Problems, then, be up and doing—
 Two-move, three-move, sui-mate
 Still composing, still construing—
 Till reviewers cry “first-rate.”

* Mr. F. C. Collins.

The Dummy Pawn's Lament.

Air—"The Last Rose of Summer."

(The pathetic tenderness of this melody well expresses the sorrows and woes of this long suffering Pawn.*)

On the last square I linger,
 A pawn, now alone,
 All my former companions
 Are captured and gone.
 No promotion attends me,
 Nor honours await ;
 With life blighted, and weary,
 How sad is my fate.
 "I'll not leave thee, thou lone one,"
 An Editor said,
 And my battles, his *columns*
 Fought till they were dead.
 For though some friends defend me,
 A "Dummy" forlorn
 If in games they allow me,
 In problems they scorn.
 So soon in the Chess box,
 Since many deride,
 From the problemists circle,
 My sorrow I'll hide ;
 For when friends are all silent,
 And Editors flown,
 'Tis hard to inhabit,
 The old board alone.

Another Lament.

"IN '62 I saw the light,
 To Staunton's high displeasure,
 Who heaped, in hopes my life to Blight,
 Upon me without measure

* "Dummy Pawns are not allowed in problems,—that is, a Pawn that reaches the 8th square and remains a Pawn."

Denunciations, direst scorn—
 This heart (a sadly vex'd un),
 Longer afflictions sore has borne
 Than most relieved by Sexton.

Abusive words, such as 'blockhead'
 Pierce my tender cuticle ;
 Really—'unnatural, ugly, dead,'
 Would, I think, but few Tickle.
 If these to critics were applied,
 'Twould be more than they could bear ;
 This heart, which Burns with rage and pride,
 Won't be cool'd by blasts of Ayr.

If but for justice I appeal
 To the *Chess Players' Chronicle*,
 Most quickly am I brought to feel
 I myself a *chronic ill*.
 The editor he shook his head,
And drew some fine distinction
 'Twixt games and problems, and e'en said
 I merited extinction.

In manner Bland, but with Design
 To Work me woe and deep disgrace,
 And grudge the praise that's fairly mine
 A fourth now tries to prove his case.
 But though I have a host of foes,
 Yet friends I have both real and true :
 And so farewell to all my woes ;
 The world will give, at last, my due.

There's Blackburne and there's Zukertort,
 There's Steinitz of the *Field*.
 With steadfast friends of such a sort
 I'd never think to yield.
 There's Thompson of the *'Tiser*, too,
 Who deals in heavy knocks ;
 And then there is, you know sir, you——"
 But here we shut the box.

J. CRAKE.

Dan Flynn and the Champion.

O'FLANNERY sat in the chairman's chair,
 The Champion of Chess and Pressmen were there—
 Dan Flynn and O'Lynn and Mither MacGee—
 An' a great many others of lesser degree.
 A look of despair, a shadow of care
 Shrouded the face of each member there,
 For the Champion had beaten each in a game,
 And the Club was fearing the loss of its fame.
 With gloom and with fear they imagined the jeer
 Of each rival Club and mighty compeer ;
 They visioned reports in next day's *News*,
 And thought of how well the press could abuse.
 Not a laugh was heard, not a smile was smole,
 Except one from the Champion's face that stole.
 This was too much for Dan Flynn to stand,
 So he rose amidst the defeated band.
 "To kape up the credit of the Club," said Flynn,
 "I'll concede the odds ov a piece an' win."
 There's a shout of applause from every man,
 And they clap the back of the gallant Dan.
 The Champion smiles at Dan Flynn's decision,
 But now his smile is one of derision,
 "Do ye accept me challenge?" shouted Flynn.
 "Yes," said the Champion, "so we may begin."
 With the Club's best wishes Flynn takes his seat
 To perform the stipulated feat ;
 On him the credit of the Club depends—
 If he lose the game its valour ends.
 "The Knight," said the Champion, "is just the thing,"
 "O bother the Knight, I'll giv ye me King,"
 "O but," said the Champion ; "O but," said Dan Flynn,
 "I concede the odds, an' said I would win."
 The Champion resigns, the Club gains its name,
 'Tis known ever since in valour and fame.
 History records how Flynn gained the day
 By simply conceding the odds of his Rey.

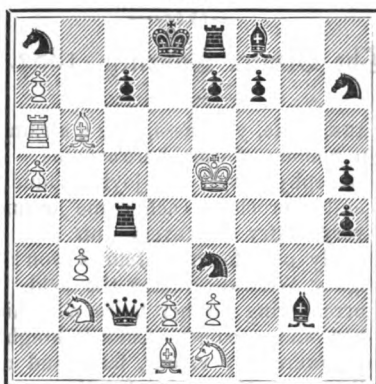
FIRST PRIZE AS BEST IN *Matlock Register* HUMOROUS
SKETCH COMPETITION, 1883.

Checkmated.

No one could equal bould Brian O'Lynn ;
He bate all the players of swate Ballyfin ;
He solved all the problems, and courted each lass—
Was fond of his dhudeen, and fond of his glass.
In ruction or row, Brian always was there—
And never found wanting at dance or at fair.
Feeling the want ov a baten wan day,
He accosted a stranger who came in his way :
“ Go morrow, me bhoy, can ye play me at Chess ? ”
“ I can,” quoth the stranger, “ and beat you I guess.”
“ Och then, come along, yer welcome to try,”
“ I’m a living Chess piece,” was the stranger’s reply.
“ Yer *quick* wid yer auswer,” said Brian O'Lynn ;
“ But dead or alive, be plazed to walk in.”
“ Now,” said the stranger, “ I’ll cap my King’s pawn,
And mate you with it before early dawn.”
“ Thunder and turf, ye don’t mane it,” said Brian,
“ I do,” says the stranger, “ so let us be trying.”
They soon became seated, and mighty well heated,
But Brian’s fine opening was sadly defeated.
He moved out each piece, and moved out each pawn,
But the more he moved out the more he was wrong.
His White Queen and Rook went by the board—
Three Pawns quickly followed, and Brian felt floored.
Alas for the hero, the pride of the town !
With fame so well known, would he lose his renown ?
“ No, niver,” he mutters, “ I’ll mate him somehow—
An’ iv I do not there’s the deuce of a row.”
The loss on Black’s side was one Pawn or two ;
How to handle the pieces the stranger well knew.
He plays P to B 8, becoming a Knight,
And waits for White’s move with a smile most polite.
“ Three asses, begorra,” says Brian O'Lynn ;
“ Musha, thin, whin shall ye’s three meet again ! ”
Each move is made, then the stranger with glee,
Announces a mate with his King’s Pawn in three.

No. 24.

BLACK.



WHITE.

Black to play and mate with his King's Pawn only in three moves.

Brian gets every chance to ward off the blow ;
 He captures the Queen, cries check—but no go.
 He plays Pawn and Knight, slays Bishop and Rook—
 Attacks the King's Pawn, and tries every nook ;
 But all to no purpose, the mate he would get.
 "Defated," cries Brian, "I'll check-mate ye yit."
 With a shout and a rout he jumps from his seat,
 And performs a great historical feat—
 What William the First gave the Dauphin*—
 What was done to King John by Fulco Guarine ;
 Brian scattered the pieces, and shattered each square ;
 The stranger felt bored (board) and lifted a chair ;
 Brian struck the floor with the back of his head—
 And when he looked round the stranger had fled.

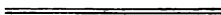
* William the Conqueror broke the Chess-board over the Dauphin's head ; and Fulco Guarine, a nobleman of Shropshire, checkmated in the same elegant manner that son of Henry II. who afterwards became King John of England.

Acrostics.



The Vienna Tourney, 1882.

WAKE, wake, ye muses, sing a strain
 I n honour of each hero's name,
 L et zephyrs waft the joyful sound,
 H eralds proclaim each name around,
 E very belfry and every gun
 L oudly peal forth "Steinitz won!"
 M ighty Winawer shares the field,
 S urrendering neither lance nor shield.
 T hen Mason comes—Caissa's knight,
 E mpowered by valour, fame and might.
 I llustrious Mackenzie fourth,
 N ext the famed Herr Zukertort.
 I ncrease the strain, let timbrels ring
 T riumphant for Blackburne the King,
 Z ealously of all, ye muses, sing.



H. R. H. Prince Leopold, K. G.,

DUKE OF ALBANY.

Born April 7th, 1853. Died at Cannes, March 28th, 1884.



"Is it not true, that in life, as in Chess, it is often the opening, and the opening only, which is under our own control?"



With the death of the late lamented Prince, Chess loses a kind patron, a warm friend, and a generous supporter. The loss, deeply deplored, is keenly felt by all Chessists at home and abroad. A nobler, more cultured, or gentler Prince has seldom stood on the steps of the British throne or encouraged our game, "The king of intellectual pastimes."

T EARS now we sadly shed apart,
 H ow keenly has death's sudden dart
 E 'en pierced a kingdom's loyal heart.

D ark lies the heavy gloomy pall
 U pon our royal bower,
 K ings, queens, and nations bow their heads,
 E ach mourn for England's flower.

O h! God, to *her* speak peace divine,
 F or now no voice can soothe but thine.

A h, why untimely snatched away,
 L oved Prince—alas, we sigh—
 B efore thy sun its zenith reached
 A thwart the noonday sky.
 N oble in heart, in deed, and will,
 Y ears hence thy name we'll cherish still.

MRS. T. B. ROWLAND.

Paul Morphy.

Born June 22nd, 1837. Died July 10th, 1884.

P ALED e'er that light once bright,
 A pleiad passed away,
 U nrivalled star, afar,
 L ost to our sight for aye.

M idst wondering gaze, thy blaze
 O f glory charmed our eyes,
 R est, Morphy rest—now blest,
 P eace o'er thy spirit lies.
 H ushed every grief—each care has fled,
 Y et still for thee fond tears are shed.

MRS. T. B. ROWLAND.

Alphonse Delannoy.

A tribute to the memory of Alphonse Delannoy, one of Caïssa's most imaginative, humorous, and brightest writers who for over fifty years entertained all classes of Chess-players far and near, with his gifted pen. His final move in the game of life was made at Enghien, on the 19th of July, 1883. Born Feb., 1806.

A NOTHER star has paled its light ;
 L ong its bright rays did shine,
 P recious we e'er shall hold that name,
 H onoured in mem'ry's shrine ;
 O' er him Caïssa's tears flow fast—
 (N ow sadly with her weep) ;
 S ilent that pen—that charm of mind
 E' er more in Death's long sleep.

D own through the corridors of Time
 E cho'd that name shall be,
 L ing'ring through years, its sound shall wake
 A chord of sympathy.
 N one e'er can fill *the* vacant chair,
 N ow his life's work is done ;
 O h, though we mourn, we know full well
 Y onder his crown is won!

MRS. T. B. ROWLAND.

My Native Land.

(These lines suggested the Motto to Problem No. 26.)

SWEET England, thy blue mountain peaks and green dales ;
 Thy rocks, and thy streamlets, with cool leafy vales ;
 So lovely and fair from the great Maker's hand,
 But nought are thy smiles to mine own native land.
 Ah ! dhulish macree,* tho' tears dim mine eyes,
 The rainbow of hope shall yet span thy dark skies.

* Light of my heart.

Loved Erin, my country, but lately my pride,
 How fallen thy glory, now scorners deride ;
 But, tho' treacherous sons may have blackened thy name,
 Thy true-hearted children still love thee the same.
 Ah ! dhulish macree, tho' dark is the night,
 The fair star of morn shall yet beam on our sight.

In the furnace of suff'ring thy tears have been shed ;
 May soon the Refiner now raise thy dear head,
 And purified, spotless, from out the fierce flame,
 All nations shall greet thee, and honour thy name.
 Ah ! dhulish macree, may ere long dawn that day,
 When crime as the night-bird shall vanish away.

MRS. T. B. ROWLAND.

Poetical Solution to Problem on page 79.

AN humble man upon the board is the White Queen's Pawn,
 He waited quietly midst the strife, his comrades battling on ;
 He saw his Castle overthrown, he saw his loved Queen slain,
 He heard the deadly war-cry, "check," resounding o'er the plain.
 He saw how each brave gallant Knight fell, fighting to the last,
 He saw and feared his King's defeat was coming sure and fast.
 "Alas," then thought the little Pawn, "rash movements lead
 astray,

If we had been but slow and sure we would have gained the day ;
 Don't yield, brave King ; another step, and I will gain a steed."
 Then with a charge he's in the fight, and, lo ! the King is freed.
 In fear and rage the foe retreats, the Knight decides their fate ;
 He follows fast, and trumpets loud the valiant cry, "Checkmate."

Prize as best Metrical Solution to Problem on page 52.

BY E. E. STREET.

THE wily Priest the Black King's need espies,
 And to the square commanding quickly flies :
 The Black Queen for her lord her life may give,
 And check the White King that the Black may live.

Alas! the sacrifice is all too late,
For by discovered check he still is mate.
If the Rooks move or King attempt a flight,
The Bishop's see is filled up by a Knight.
And should the Priest o'erthrow this cavalier,
The White Queen falls on Black's discovered rear :
Or if by sable Queen the Knight shall die,
His brother to avenge him straight will fly,
And, by a double check, afford a new solution
Of the poor sable monarch's dissolution.

Poetical Solution to Problem on page 52.

BY MRS. T. B. ROWLAND.

'Tis evening, and the setting sun
Now shines upon the plain,
And fleecy, golden clouds above
Reflect its crimson stain.

A noble prelate of the church
Advances to the fray,
And, fiercely tho' the battle rage,
The White men win the day.

The sable Queen has bravely fought
For victory and love—
But now her sun of hope has set
With that bright orb above.

Though right and left her gleaming sword
Attacks her royal foe—
Yet every thrust he parries well,
Whilst wounded she lies low.

And as she sinks in death's embrace,
Her tones melodious cry—
"Courage! brave soldiers, never yield!
For freedom live, or die!"

GAMES.

The following game, played on the 13th June, 1883, in the second round of the London Tournament, took the Taylor Prize for brilliancy on the highly approved adjudication of The Right Hon. The Earl of Dartrey, K.P.

(RUY LOPEZ.)

WHITE.

(W. Steinitz.)

1. P to K 4
2. Kt to K B 3
3. B to Kt 5
4. P to Q 3 (*a*)
5. P to B 3
6. Castles
7. P to Q 4
8. B takes Kt
9. Kt takes P
10. Kt takes Q B P
11. Kt to Kt 4 (*c*)
12. Kt to B 2
13. R to K sq
14. P to B 3
15. R to K 5 ? (*d*)
16. P takes P
17. P to K Kt 3 } (*e*)
18. R to K sq }
19. B to K 3
20. Kt to B 3
21. Kt to Kt 4
22. Q to Q 2
23. P to Kt 3
24. Kt to B 2
25. P to Q Kt 4
26. P to Kt 5
27. Kt to R 4
28. Kt to B 5
29. Kt takes R

BLACK.

(S. Rosenthal.)

1. P to K 4
2. Kt to Q B 3
3. Kt to B 3
4. B to B 4 } (*b*)
5. Q to K 2 }
6. Castles
7. B to Kt 3
8. Kt P takes B
9. P to Q 3
10. Q takes P
11. P to B 4
12. B to R 3
13. Q to R 5
14. P to Q 4
15. P takes P !
16. Kt to Q 2
17. Q to R 6
18. Q R to K sq
19. R to K 3
20. Kt to B 3
21. K R to K sq
22. B to B 5
23. B to R 4
24. B to R 3
25. B to B 2
26. B to Kt 2 (*f*)
27. Kt to R 4
28. Kt takes P (*g*)
29. R takes Kt

Q

WHITE.

(W. Steinitz.)

- 30. B to B 4? (*h*)
- 31. R takes Kt (*j*)
- 32. B takes B
- 33. R to K sq
- 34. B to Kt 3
- 35. P takes R
- 36. K takes P

BLACK.

(S. Rosenthal.)

- 30. Kt to K 5! (*i*)
- 31. P takes R! (*k*)
- 32. P takes P!
- 33. R to Kt 3 ch
- 34. R takes B ch!
- 35. P to B 7 ch!
- Mate in two moves.

NOTES.

(a) The German method and unobjectionable when it induces a similar reply. Here, however, it fails in that object and costs White an additional move (on move 7) for the occupation of Q's 4th. It also allows the defence of 4 Kt to K 2, 5 Kt to B 3, Kt to Kt 3, 6 Castles, P to B 3, 7 B to B 4, B to K 2, &c. Rosenthal had previously on the 17th May, in the first round of the Tournament, answered Steinitz's fourth move with a similar reply of P to Q 3 and had only been fortunate enough to escape with a draw by the weakness of some of his opponent's moves, he therefore resorts to a newer and better line of defence in the present instance.

(b) This defence frustrates the German attack.

(c) Steinitz apparently might have well maintained his extra pawn by P to Q 5 :—Ex. gra.—11 P to Q 5, B to Kt 2 (If Kt takes P 12 Q takes Kt), 12 Kt to Q 2, Q to Q 6, 13 Q Kt to B 3, Q takes Q, 14 R takes Q, Kt to Kt 5, 15 Q Kt to Q 4, K B takes Kt, 16 R takes B, B takes Kt, 17 P takes B, Kt to K 4, 18 P to K B 4, Kt takes P, 19 R to B 4, Kt to K 2, 20 R takes P, &c.

(d) A case of "do or die." This threatens to win two pieces for the R by B to Kt 5 if Rosenthal plays B to B 2 at once. The reply actually made—P takes P—spoils the menace and then Kt to Q 2 sends home the Rook two moves to the bad, for nothing could be made of B to Kt 5 after these moves.

(e) Steinitz rightly refrained from R takes P.

(f) The skilful manœuvring of Rosenthal all through this clever game has taxed to the utmost the resources of

his wily opponent. At this point perhaps it would have been better as suggested by Steinitz himself if the B had been played to B sq to avoid the forking of the Kt two moves later.

(g) The commencement of a very brilliant though not quite sound termination.

(h) Steinitz could have won by taking the Kt and then playing Q to Kt 2.

(i) This exquisite piece of strategy deserved success.

(j) Steinitz afterwards thought he should rather have played Q to Kt 2 when R to Kt 3, 32 B to Kt 3, Q takes Q ch, 33 K takes Q, B takes B, 34 P takes B, R takes P ch, 35 K to R 2, R takes P, 36 Kt to Kt 4 might have occurred.

(k) Every move now is of the highest order, and Steinitz himself was one of the readiest to proclaim that the elegant strokes with which M. Rosenthal finished off the game well deserved the special prize for brilliancy awarded by the Earl of Dartrey.

“*Arley's Dream*,” an actual Chess-dream introduced in Mr. Porterfield Rynd's “*QUICKSANDS*.”*

WHITE. (Dr. Ivory.)	BLACK. (Dr. Ebony.)
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. P to K Kt 3 (a)	3. B to K 2
4. Kt to K B 3	4. P to K Kt 4
5. B to B 4	5. P to Kt 5
6. Kt to K 5 (b)	6. P to Q 4
7. B takes P	7. Kt to K R 3
8. P to Q 4	8. B to Kt 4 (c)
9. Castles	9. P to B 6
10. Kt to R 3	10. P to Q R 4 (d)
11. P to B 3 (e)	11. P to Q B 3
12. Q to R 4	12. K to B sq
13. B to Kt 3	13. P to Kt 4
14. Q Kt takes P	14. P takes Kt

* The title of a novel, a drama, and an opera about to be brought out simultaneously. One scena, “*Persistence*,” taken from the opera, has been recently published by Messrs. Pohlmann & Co.

WHITE.	BLACK.
(Dr. Ivory.)	(Dr. Ebony.)
15. Q takes Kt P	15. B to R 3
16. Q to B 5 ch	16. K to Kt 2
17. Kt takes Kt P (<i>f</i>)	17. B takes B
18. R takes P	18. Kt takes Kt
19. R takes P ch	19. K to R 3
20. R takes B	20. Kt to Q 2 (<i>g</i>)
21. Q to Q 6 ch	21. Q Kt to B 3
22. Q to B 4 ch	22. K to R 4
23. R to B 2 (<i>h</i>)	23. B to Q 6
24. P to K R 4	24. K R to Kt sq
25. R takes P ch (<i>i</i>)	25. Kt takes R
26. B to B 7 ch	26. R to Kt 3
27. Q to B 5 ch	27. Q to Kt 4 (<i>k</i>)
28. P takes Q	28. Q R to K Kt sq (<i>l</i>)
29. R to R 2 ch	29. Kt takes R
30. Q to R 3 ch	30. K takes P
31. Queen mates (<i>m</i>)	

NOTES.

- (a) A novelty at this stage of the King's Gambit.
 (b) The position is now that of an Allgaier-Kieseritzki Gambit but for White's Pawn at K Kt 3 and Black's Bishop at K 2.
 (c) The only contrivance to preserve and advance the Gambit Pawn.
 (d) Intending the complete repulse of the White Bishop from its commanding line.
 (e) On for a scrimmage at Queen's side.
 (f) Giving up two pieces more for the attack.
 (g) Hard set just now. Probably R to Kt sq would produce :—

WHITE.	BLACK.
21. P to K R 4	20. R to Kt
22. R to B 8	21. R to Kt 2
23. Q to B 5	22. Q to K 2
24. Q to B 4 ch	23. Kt to K 6
25. P to R 5 ch	24. K to Kt 3
26. B to B 7 ch	25. K takes P
27. R takes R and wins.	26. R takes B

- (h) No longer to be held at bay by the Bishop.
 (i) All this is in good style and forcible.
 (k) The Kt "in" would not do.
 (l) Still hoping with some of the surplus material to draw off the besiegers. If now 29 B takes Q R 29 Kt takes P wins.

(m) "The victor need not reckon the valiant's slain ;
 He wins, though with his foe the odds remain."

Two of three simultaneous Blindfold Games played by
 Mr. Porterfield Rynd, at Leinster Lodge, Clontarf,
 12th July, 1884.

(SCOTCH GAMBIT.)

WHITE.	BLACK.
(Mr. P. Rynd.)	(Mr. W. Moffat Wilson.)
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. Kt takes P	4. Kt takes Kt
5. Q takes Kt	5. P to Q 3
6. Kt to B 3	6. P to Q B 3
7. Q B to B 4	7. B to K 3
8. Castles	8. Kt to B 3
9. P to K 5 (a)	9. P takes P
10. Q takes P	10. Kt to Q 2 (b) ¹
11. Q to K 3	11. K. B to B 4
12. Q to Kt 3	12. Castles
13. Kt to K 4	13. B to K 2
14. B to B 7	14. Q to B sq
15. P to K R 4	15. Q B takes R P
16. B to Q 3	16. B to Q 4
17. P to Q B 4 (c)	17. B takes Kt
18. B takes B	18. Kt to Q B 4
19. B to B 2	19. B to K B 3 (d)
20. B to Q 6	20. Kt to K 3
21. B takes R	21. Q takes B

WHITE.	BLACK.
(Mr. P. Rynd.)	(Mr. W. Moffat Wilson.)
22. Q to Q 3	22. P to K Kt 3
23. P to R 5	23. Q to Kt 2 (<i>e</i>)
24. P takes P	24. B takes P ch
25. K to Kt sq	25. R P takes P
26. Q to Q Kt 3	26. B to K 4 (<i>f</i>)
27. Q R to K sq (<i>g</i>)	27. P to Q Kt 4
28. P to K B 4	28. P takes P
29. Q takes P	29. R to Kt sq ch
30. B to Kt 3	30. B to R 8
31. R to K 2	31. Kt to Q 5
32. K to R 2 (<i>h</i>)	32. Kt takes B (<i>i</i>)
33. Q takes Kt	33. R takes Q
34. R to K 8 ch	34. Q to B sq
35. R takes Q ch	35. K takes R
36. K takes R	36. B to Q 5
37. R to Q sq	37. P to Q B 4 (<i>j</i>)

And owing to the lateness of the hour the game was given up as drawn.

NOTES.

(*a*) White, who has got the best of the opening, might here, by a series of exchanges, have won Black's Queen's Pawn, but it is not his style thus early in a blindfold game to spoil the factors of interest.

(*b*) Doing his best to extricate his forces.

(*c*) Apparently it would have been stronger to play—

16. Kt to Kt 5	16. P to K B 4
17. P to Q B 4	17. P to B 5
18. Q B takes P	18. B takes Kt
19. P takes B	19. B to K 3
20. B takes P ch	20. K to B 2
21. B to Q 6, &c.	

(*d*) Giving up the exchange to get free.

(*e*) A good counter attack as well as defence.

(*f*) To support R at Q Kt sq. The position is critical.

(g) Playing for what ultimately happens, although White did not reckon on Black's 30th move, which compels the Rook to go to K 2, where it will be attacked by the Kt.

- | | |
|-------------------|------------------------|
| (h) 32. K takes B | 32. Kt takes R dis ch |
| 33. K to R 2 | 33. Kt to B 6 ch |
| 34. K to R 3 | 34. R to Kt 4 |
| 35. B to R 4 | 35. Kt takes B |
| 36. K takes Kt | 36. Q to Kt 7 |
| 37. P to Kt 4 | 37. P to R 4 and wins. |

(i) Black does not now reap the full benefit of his good play. He ought to have taken the Rook with his Kt, thus at least recovering the exchange, but instead of that he is induced, by the illusory prospect of winning a clear piece, to give effect to White's combination.

(j) Although the game was given up as drawn the following continuation was possible :—

- | | |
|---|------------------|
| 38. P to Kt 4 | 38. P to B 4 |
| 39. P to Kt 5 | 39. B to K 6 |
| 40. R to K B sq | 40. K to B 2 |
| 41. R to B 3 | 41. B to Q 5 |
| | [If 41. B to B 8 |
| 42. K to B 2 wins.] | |
| 42. K to B 4 | 42. K to K 3 |
| 43. R to Q R 3 | 43. B to B 7 |
| 44. R to R 6 ch | 44. K to K 2 |
| 45. R takes P ch | 45. K to K 3 |
| 46. R to R 6 ch | 46. K to B 2 |
| 47. K to Q 5 | 47. B to Kt 6 |
| 48. R to R 7 ch | 48. K to B sq |
| 49. K to K 5 | 49. K to Kt sq |
| | [If 49. P to B 5 |
| 50. R to Q B 7 wins,
and if B to B 7,
K to B 6 wins.] | |
| 50. R to Q B 7 | 50. B to B 7 |
| 51. K to B 6 | 51. B to K 6 |
| 52. K takes Kt P | 52. K to B sq |
| 53. K takes P and wins. | |

(KING'S GAMBIT DECLINED.)

WHITE.

(Mr. P. Rynd.)

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. P to Q 4
5. Kt takes Kt
6. B to K 2
7. P to K 5
8. P takes P
9. Castles
10. Q to Q 3
11. B to B 3 (*a*)
12. B to B 4
13. K to R sq (*c*)
14. Kt to Q 2
15. B takes Kt (*e*)
16. Kt to K 4
17. Kt to B 6 ch
18. B to R 5 !
19. Q to K Kt 3
20. Q to B 4 (*g*)
21. B to B 3
22. Q R to Q sq
23. P to B 3
24. P takes P
25. B takes Q Kt P
26. B to K 4
27. P to Q Kt 3
28. P to K R 4
29. R to B 3
30. P takes R
31. Q to Kt 5
32. K to Kt 2

BLACK.

(Mrs. T. B. Rowland.)

1. P to K 4
2. Kt to Q B 3
3. P to Q 3
4. Kt takes P
5. P takes Kt
6. Kt to B 3
7. P takes P
8. Kt to K 5
9. K B to B 4
10. Castles !
11. Kt to Kt 4 (*b*)
12. Q B to R 6 !
13. B to K 3 (*d*)
14. P to K Kt 3
15. Q takes B
16. Q to K 2
17. K to Kt 2
18. R to R sq (*f*)
19. K to B sq
20. Q to Q sq
21. P to K R 4
22. B to Kt 3
23. P to B 4
24. P takes P
25. R to Q Kt sq
26. K to Kt 2
27. Q R to B sq
28. R to B 6
29. R takes R
30. B to B 2
31. K to B sq (*h*)
32. B to Kt 3

Drawn (*i*).

NOTES.

(*a*) Thus early interesting! Would it be well to take the Kt? We think not, for—

- | | |
|-----------------|-------------------|
| 11. Q takes Kt | 11. P to Q 6 ch |
| 12. B to K 3 | 12. P to K B 4 |
| 13. Q takes Q P | 13. Q takes Q |
| 14. B takes Q | 14. B takes B ch |
| 15. K to R sq | 15. B to K 3, and |

Black has a good game.

(b) P to K B 4 would suit if White replied 12 B takes Kt, because then

- | | |
|------------------|---------------------|
| | 12. P takes B |
| 13. R takes R ch | 13. Q takes R |
| 14. Q takes K P | 14. Q B to B 4 |
| 15. Q to Q 5 ch | 15. K to R sq would |
- yield Black a fine game, but White's reply of 12 P takes P en pas would be fatal.

Thus :—

- | | |
|----------------------------|---------------|
| | 11. P to B 4 |
| 12. P takes P en pas | 12. Kt to Q 3 |
| 13. B to Q 5 ch | 13. K to R sq |
| 14. P takes P ch | 14. K takes P |
| 15. Q to Kt 3 ch | 15. K to R sq |
| 16. Q to K 5 ch, and wins. | |

(c) Black's play is sound as it is pretty. If White plays B takes Kt then Q takes B, or if P takes B then Kt takes P ch followed by Kt takes B with advantage. Finally, if 13 B takes P, R to Kt sq, 14 B to B 6, R to Kt 3, &c.

(d) Fearing nothing from P to K R 4 or 14 B to K 2, B to Q 4, 15 P to K R 4, Kt to K 5.

(e) Quick to find a vulnerable point.

(f) Of course Black would be mated if he took the B.

(g) Threatening Q to R 6 mate.

(h) Black wisely foregoes the meditated capture of K P by B, for if B takes K P, White would have won by—32 Kt takes P ch, Kt to R 3 ; 33 Q takes B, Q takes P ch ; 34 K to Kt sq, as Black cannot take the Kt or provide against the mate at Kt 7 without further loss.

(i) Black has played very ably, and the pity is that there was not time to finish this and Mr. Wilson's game, as both were full of interest, and the clever blindfold player, having won the third game, (his opponent being Miss M. Nixon), would have been able to bestow less divided attentions.

Played on the 14th February, 1884, between St. Valentine and St. Benedict. The result is only what we might expect.

WHITE.	BLACK.
(St. Valentine.)	(St. Benedict.)
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. P to K R 3 (a)
4. P to Q 4	4. Kt to K B 3 (b)
5. Kt to Q B 3	5. Kt to Q R 4
6. Kt takes K P (c)	6. Kt takes B
7. Kt takes Kt	7. P to Q 4
8. Kt to K 5	8. P takes P
9. Castles	9. B to K B 4
10. R to K sq	10. P to Q B 4
11. P to K B 3 (d)	11. P takes Q P
12. P takes K P	12. B to Q B 4
13. Kt to Q 5	13. Kt takes P
14. Q to B 3	14. P to K Kt 3
15. R takes Kt	15. Q takes Kt
16. Kt takes K Kt P (e)	16. B takes R
17. Q to B 6	17. P to Q 6 ch
18. K to B sq	18. B takes P ch
19. K to K sq	19. Q to K 5 ch
20. K to Q 2	20. B to Kt 5 ch
21. P to B 3	21. Q to K 7 mate.

NOTES BY "CUPID."

(a) Not a "White feather" by any means, although it looks like it.

(b) St Valentine might now say with Prospero, "For this thou shall have cramps," and push in his Q P, otherwise, Castling would at once give him a fine open game on the Two Knights' pattern.

(c) Initiating a dashing but disastrous line of policy, he hands over the attack to the enemy, and does *not* gain a Pawn.

(d) A weak reply, of which Black at once takes advantage with marked ability, and in a style very unlike his opening moves.

(e) The position is remarkable. White consistently adhering to his advanced policy, "shoots Niagara." In other words St Valentine "playing with edged tools" gets mated.

Journoud's Brilliant.

A remarkable game of Chess played by the late M. Journoud, of Paris :—

WHITE. (Chapelle.)	BLACK. (Journoud)
1. P to K 4	1. P to Q B 4
2. B to B 4	2. P to K 3
3. Kt to K 2	3. P to Q 4
4. P takes P	4. P takes P
5. B checks	5. Kt to B 3
6. Castles	6. B to Q 3
7. R to K sq	7. B to K 3
8. Kt to Kt 3	8. Kt to B 3
9. Kt to B 5	9. Castles
10. Kt takes B	10. Q takes Kt
11. B takes Kt	11. P takes B
12. Q to B 3	12. Q R to K sq
13. R to K 3	13. P to Q 5
14. Q to Kt 3	14. P takes R

A startling reply. Observe the conclusion :

15. Q takes Q	15. P to K 7
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And here, says M. Journoud, is a position so curious and unusual that it might be thought an ingenious study ; it occurred, nevertheless, in play, and is a proof of the variety and richness of the combinations which a game of Chess may present. An insignificant pawn, after having forced the enemy's line, penetrates into the white camp, which seems paralysed by its audacity, and, unassisted makes itself master of the position.



Solutions of Two-move Problems.



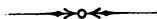
No.

1. Kt to Q 4.
2. K to R 7.
3. R to R 4.
4. P to Q 6.
5. Q to R 3.
6. B takes P.
7. Q to R 7.
8. Q to R 6.
9. Kt to B 5.
10. Kt to K 4.
11. Q to R 6.
12. Kt to B 2.
13. B to Kt sq.
14. B to R 2.
15. Q to R 5.
16. Kt to B 5.
17. Q to R 6.
18. Kt to K 4.
19. Kt to Q 2.
20. Kt to B sq.
21. Q to R 4.
22. Q to Kt 2.
23. Kt to B 5.
24. Kt to B 3.
25. P to K 3.
26. Kt to Kt 6.

No.

27. Q to B 6.
28. B to Kt 4.
29. B to R 2.
30. Q to B sq.
31. Q to Kt 4.
32. Q to Kt 2.
33. Q to Kt sq.
34. Kt to R 6.
35. K to B 8.
36. B to B 7.
37. Q to K 2.
38. Kt to K 6.
39. B to Q B 5.
40. Kt to Kt 3.
41. B to Kt 5.
42. B to Q 7.
43. Q to R 5.
44. P to B 4.
45. Q to R 2.
46. Kt to B 6.
47. Kt to B 4.
48. Q to K Kt 8.
49. Kt to Q 6.
50. Q to Kt 5.
51. B to Kt sq.

Solutions of Three-move Problems.



No. 1.—1 Kt to Q 3, 1 K takes R (*a*), 2 Q to K Kt 2 ch, 2 K moves, 3 Q or B mates acc. (*a*) 1 K to Q 3 or B 3 (*b*), 2 Q takes R, 2 moves, 3 mates acc. (*b*) 1 R or P takes P, 2 R takes B ch, 2 K moves, 3 Q or B mates.

No. 2.—1 Q to R 6, 1 K to K 6 or Q 6 (*a*), 2 Q takes R, 2 moves, 3 Q or B mates acc. (*a*) 1 K to B 4 (*b*), 2 Q to Q 6 ch, 2 K moves, 3 Q or B mates acc. (*b*) 1 other, 2 R takes B, 2 moves, 3 Q mates acc.

No. 3.—1 Q to Kt 2, 1 K to K 5 or P to K 4 (*a*), 2 Q takes R ch, 2 moves, 3 Q mates acc. (*a*) 1 K takes R (*b*), 2 R takes R ch, 2 moves, 2 Q or B mates acc. (*b*) 1 Q takes P or Q to R 6, 2 B takes R ch, 2 moves, 3 Q B or Kt mates acc.

No. 4.—1 Kt to Q 6, 1 R to Kt 4 ch (*a*), 2 Kt takes R ch, 2 K moves, 3 Q mates. (*a*) 1 R to B 5 ch (*b*), 2 Q takes R, 2 K to K 4, 3 Q to B 3 mate. (*b*) 1 K to K 4 (*c*), 2 Q to R sq ch, 2 R to B 6, 3 Q takes R mate. (*c*) 1 K to Q 6 (*d*), 2 B to B 4 ch, 2 R takes B, 3 Q takes R mate. (*d*) 1 P to K 7 (*e*), 2 Q takes P ch, 2 K to K 4, 3 B to Kt 7 mate. (*e*) 1 P other, 2 B to Kt 7 ch, 2 K to Q 6, 3 Kt mates.

No. 5.—1 Q to Q B sq, 1 K to B 4 (*a*), 2 Q to Kt 5 ch, 2 K to K 5, 3 Kt takes P mate. (*a*) 1 K to B 3 (*b*), 2 Q to R 6 ch, 2 K moves, 3 Q or Kt mates acc. (*b*) 1 K to Q 4 (*c*), 2 Q to B 5 ch, 2 K to R 5, 3 Kt takes P mate. (*c*) 1 K takes P (*d*), 2 Q takes B ch, 2 K to K 4, 3 Q takes R mate. (*d*) 1 K to K 5 (*e*), 2 Q to Q B 4 ch, 2 K moves, 3 Q or B mates acc. (*e*) 1 B to K 5 (*f*), 2 B to Kt 2 ch, 2 K moves, 3 Q mates acc. (*f*) 1 Kt (R 4) moves (*g*), 2 Q to K B 4 ch, 2 K to Q 4, 3 Q to Q 4 mate. (*g*) 1 R to Kt or B 3, 2 Q to B 5 ch, 2 moves, 3 Q mates acc.

No. 6.—1 P to K 5, 1 K takes Kt, 2 Kt to K 4, 2 any, 3 Kt or P mates acc.

No. 7.—1 B to Kt 4, 1 K to B 4 (*a*), 2 R takes P, 2 P takes R, 3 B to Q 3 mate. If 2 P to K 5, 3 R to Q 5 mate. (*a*) 1 K to Q 4 (*b*), 2 Kt to K 7 ch, 2 K moves, 3 R or Q takes, mates acc. (*b*) 1 P to Kt 6 (*c*), 2 P to B 3 ch,

2 K moves, 3 B or Q mates acc. (c) 1 P to B 4, 2 B to Kt 2 ch, 2 K takes R, 3 Kt takes P mate.

No. 8.—1 Kt to Q sq, 1 K to B 4 or P to K 4 (a), 2 Kt to B 3, 2 moves, 3 R to Q B 4 mate. (a) 1 K to K 4 or P to B 4, 2 Kt to K 3, 2 moves, 3 R to K 4 mate.

No. 9.—1 Q to Kt 8, 1 P to Q 4 (a), 2 K to Q 2, 2 any, 3 Q mates acc. (a) 1 K to B file (b), 2 R takes P, 2 any, 3 Q to Kt 4. (b) 1 other, 2 Q takes P, 2 any, 3 mates acc.

No. 10.—1 P to Kt 5, 1 K to B 4 (a), 2 Q to B 5 ch, 2 K to B 3 or B 5, 3 B mates acc. (a) 1 K to Q 4 (b), 2 Q to K 6 ch, 2 K to B 4 or Q 5, 3 Q mates acc. (b) 1 K to B 5, 2 Q to K B 6 ch, 2 K to Kt 6, 3 B to K sq mate.

No. 11.—1 Q takes P, 1 R to B 3 (a), 2 B takes R, 2 K moves, 3 Q mates acc. (a) 1 K moves (b), 2 Q takes B ch, 2 moves, 3 Q or B mates acc. (b) 1 B to B 2, 2 Q to Q 7 ch, 2 K to B sq, 3 Kt to K 6 mate.

No. 12.—1 Q to R 4, 1 K takes B (a), 2 Kt to B 5 ch, 2 any, 3 Q to K 4 mate. (a) 1 K to K 5, 2 Kt to B 2 dis ch, 2 K any, 3 Q mates acc. The Kt makes a circular tour according to Black's moves.

No. 13.—1 Kt takes P, 1 K takes R (a), 2 K to B 6, 2 any, 3 R takes Kt P mate. (a) 1 P or B moves, 2 Kt to K 2, 2 any, 3 B or P mates acc.

No. 14.—1 Q to R 3, 1 K to K 2 (a), 2 Kt to B 6 ch, 2 K to B 2, 3 Kt to K 5 mate. (a) 1 K to K 4 or B 4 (b), 2 Kt takes B ch, 2 K moves, 3 Q mates acc. (b) 1 K to B 2, 2 Kt to R 6 ch, 2 any, 3 Q mates acc.

No. 15.—1 R to R 6, 1 Kt to K 3 (a), 2 R takes P ch, 2 K moves, 3 B or Kt mates acc. (a) 1 Kt to K 2 (b), 2 Kt takes B P ch, 2 P takes Kt, 3 Kt to Kt 6 mate. (b) 1 P takes R or P to Q 7 (c), 2 Kt to B 6 ch, 2 K moves, 3 B or Kt mates acc. (c) 1 other, 2 Kt at Q 4 to K 6, 2 moves, 3 Kt or Q mates acc.

No. 16.—1 Kt to K B 5, 1 K takes R (a), 2 Q to K R sq ch, 2 K to Kt 5, 3 Q takes Kt mate. If 2 K to K 7, 3 Q to Q sq mate. (a) 1 K to Q 4 (b), 2 Q to Kt 7 ch, 2 Kt to B 3, 3 Q takes Kt mate. If 2 K to K 3, 3 Q to K B 7 mate. If 2 K to B 5, 3 Q to Kt 3 mate. (b) 1 Kt at R 4 moves (c), 2 R to B 4 ch, 2 K to Q 4, 3 Q to Kt 3 mate. (c) 1 P to K 7, 2 Q to Kt 7 ch, 2 Kt to B 3, 3 Q takes Kt mate.

Solutions of Problems from Four to Eight moves.



No. 17.—1 P to Q 8 a Kt, 1 K to Kt 4 (*a*), 2 Kt to K 6, 2 K to R 3, 3 R takes R, 3 any, 4 R takes P mate. If 2 K to R 5, 3 B to K sq ch, 3 Q to B 7, 4 B takes Q mate. (*a*) 1 R takes Kt P (*b*), 2 B takes Q ch, 2 R to Kt 4, 3 B takes R ch, 3 P takes B, 4 R to Q 6 mate. (*b*) 1 R takes R P, 2 Kt to B 7 ch, 2 K to Kt 3, 3 B takes R mate.

No. 18.—1 Q to Kt 4, 1 P to Kt 5, 2 Q to Q 7 ch, 2 B to Q 4, 3 R to R 4 ch, 3 K moves, 4 P mates acc.

No. 19.—1 P to B 7, 1 K to K 4 (*a*), 2 Q to K 8 ch, 2 K to B 3, 3 P to R 6, 3 any, 4 Castles K R mate. If 2 K to Q 3, 3 P to B 8 a R, 3 any, 4 Castles Q R mate. (*a*) 1 K to Q 6 (*b*), 2 Q takes P at B 5 ch, 2 K takes Kt, 3 R to Q 2 ch, 3 K moves, 4 Castles mate. (*b*) 1 K to B 6 (*c*), 2 Q to K 8 ch, 2 K takes Kt, 3 Q to K 2 ch, 3 R takes R, 4 Castles mate. (*c*) 1 other, 2 Q to K 7 ch, &c.

No. 20.—1 K takes P, 1 P to K 4, 2 Kt to K sq, 2 P to K 5, 3 P to Q 4, 3 P takes P *en pas*, 4 Kt to B 3, 4 P moves, 5 P mates.

No. 21.—1 K to K 7, 1 K to B 4 (*a*), 2 K to K 6, 2 K takes R, 3 K to Q 5, 3 K takes R, 4 K takes P, 4 K to R 5, 5 K takes P, 5 K to R 4, 6 K to Kt 3 dis mate. If 2 K to Q 3, 3 K to Q 6, 3 K to K 5, 4 K to B 5, 4 K to B 5, 5 K takes P, 5 K to K 5, 6 K to B 5 dis mate. (*a*) 1 K to K 5, 2 K to Q 6, 2 K to Q 5 best, 3 K to B 6, 3 K to K 5, 4 K to B 5, 4 K to B 5, 5 K takes P, 5 K to K 5, 6 K to B 5 dis mate.

No. 22.—1 P to Q 5, 1 P takes P ch, 2 K to K 5, 2 P to Q 5, 3 K to K 6, 3 P to Q 6, 4 Kt to K 5 ch, 4 K to Q 5, 5 P to B 3 ch, 5 K to K 5, 6 P takes P ch, 6 K to B 5, 7 P to K B 3 mate.

Solutions of Self-mate Problems.

—: o :—

No. 1.—1 R to Q 6, 1 K takes R (a), 2 Kt to K 4 ch, 2 Kt takes Kt mate. (a) 1 K to Q 5 (b), 2 Kt to B 3 ch, 2 Kt takes Kt mate. (b) 1 other, 2 Q takes P ch, 2 Kt takes Q dis mate.

No. 2.—1 Kt to Q B 3, 1 Q to B 7 ch (a), 2 K takes Q dis ch, 2 R takes R mate. (a) 1 Q to Q 6 ch (b), 2 Kt to Q 2 ch, 2 Q takes Kt mate. (b) 1 Kt or P moves (c), 2 Q to B 2 ch, 2 Kt takes Q mate. (c) 1 Q to Kt 2, 3 or 4, 2 K to B 2 dis ch, 2 R takes R mate.

No. 3.—1 Q to Kt 2, 1 Q takes R (a), 2 Q takes P ch, 2 Q takes Q mate. (a) 1 Q to R 2 or R 3 (b), 2 R takes Q, 2 B takes P dis mate. (b) 1 Q to K Kt sq or Q Kt sq (c), 2 Q to Kt 3 ch, 2 Q takes Q mate. (c) 1 Q to K B sq (d), 2 Q to B 2 ch, 2 Q takes Q mate. (d) 1 Q to Q B sq (e), 2 K B takes Q, 2 B takes P dis mate. (e) 1 Q to Q sq (f), 2 Q B takes Q, 2 B takes P dis mate. (f) 1 Q to R sq (g), 2 Q takes Q, 2 B takes P dis mate. (g) 1 Q to Q 5 (h), 2 B to Q 2 ch. 2 Q takes B mate. (h) 1 Q to K 6 ch, 2 B takes Q, 2 B takes P dis mate.

No. 4.—1 B to K Kt sq, 1 Kt takes B P or Kt P (a), 2 R to K 5, 2 Kt to K 6, 3 Kt takes Kt P, 3 Kt takes Kt mate. (a) 1 Kt else, 2 R to K 5, 2 Kt takes R, 3 Kt to Q 3 ch, 3 Kt takes Kt mate.

A very pretty morsel. White cleverly manages to command the K B square when Black captures the B P or Kt P. 1 Q to K Kt 4 will not solve it.—*Leeds Mercury*.

No. 5.—1 Kt to Q 6 ch, 1 K takes R, 2 K to Q sq, 2 Kt or P moves (a), 3 B to B 2 ch, 3 B takes B dis mate. (a) 2 K to Q 5, 3 R to Q 2 ch, 3 B to Q 6 dis mate. Forming Neptune's Trident.

No. 6.—1 Q to K 6, 1 P to R 4 (a), 2 Kt to Kt 4 ch, 2 P takes Kt, 3 R to B 3 ch, 3 P takes R, 4 Q takes P, 4 P mates. (a) 1 P to Kt 4, 2 Kt to B 4, 2 P takes Kt, 3 R to K 3, 3 P takes R, 4 Q takes P, 4 P mates. The Pawns are drawn to the centre, hence the title.

No. 7.—1 Kt to Q 3 ch, 1 K to Q 4, 2 Q to Q 7 ch, 2 Q takes Q, 3 Kt to Kt 4 ch, 3 K to K 4, 4 B to Q 4 ch, 4 Q takes B mate. (Forming a dagger) thus "great Cæsar fell."

No. 8.—1 Kt to Q 4 ch, 1 Kt takes Kt (a), 2 P takes Kt P dis ch, 2 Kt takes R, 3 P to Kt 5 ch, 3 K to B 4, 4 Q to Q 5 ch, 4 Q takes Q mate.

Forming a picture of the bowl of poison the ill-fated Socrates was doomed to drink.

(a) 1 K to B 4, 2 Kt takes Kt ch, 2 K to B 3, 3 Kt to Q 4 ch, 3 K to B 4, 4 Q to Q 5 ch, 4 takes Q mate.

No. 9.—1 R to B 6 ch, 1 Kt takes R, 2 B to Q 7 ch, 2 Kt takes B, 3 R takes P ch, 3 B takes R, 4 P to B 5 ch, 4 Kt takes P, 5 Q to Q 5 ch, 5 B takes Q mate. The sword that dashed the cup of pleasure from the lips of Damocles.

No. 10.—1 R to B 2, 1 K to Q 6, 2 B to B 5, 2 P to K 6, 3 R to Q 7 ch, 3 B to Q 4, 4 Q takes P at Kt 5, 4 P to K 7, 5 B to Kt sq! 5 P to K 8 a Q or R ch, 6 Q to K 4 ch, 6 Q takes Q mate. If 5 P becomes a B, 6 Q to Kt 3 ch, 6 B takes Q mate. If 5 P remains a P, 6 R to Q 6, 6 P takes R mate.

No. 11.—1 R to B 6 ch, 2 K to Q 4 dis ch, 3 B to B 5, 4 Q to K 3, 5 R takes P, 6 B to K 7 (all checking and forced moves), 7 Q to K 5 ch, 7 Q takes Q mate forming the Thunderbolt.

No. 12.—1 B to B 2 dis ch, 2 Q to B 5, 3 Q to K 3, 4 Q takes Kt, 5 Q to K 7, 6 Q to B 5, 7 Q to K 3 (all checking and forcing moves), 8 B to Q sq, 8 Q takes Q mate. There is a difference of opinion respecting this composition. F. C. Collins condemns it as imposing work on the solver with no compensating result. On the other hand, it is praised by J. White for being pretty and very neat in idea, though easy. J. A. Miles also commends. East Marden neither praises nor censures, but he confesses to having been baffled altogether when first trying to solve, whereas on a second trial it yielded to him in ten minutes.—*Land and Water*.

No. 13.—1 B to R 2 ch, 2 Q to R 5 ch, 3 Q to Q 2 ch, 4 Q takes Kt P ch, 5 Q to Q 8 ch, 6 Kt to K Kt 4, 7 Kt to K B 2, 8 Q to R 5 ch, 9 Q to Q 2 ch, 9 Kt takes Q mate.

No. 14.—1 Kt to Kt 4 dis ch, 2 Q to Kt 6 ch, 3 Q to Q 8 ch, 4 Q to K B 6 ch, 5 K to B 3, 6 R takes P, 7 Q to B 4 ch, 8 R to Q 7 ch, 9 Kt to B 6 ch, 10 R to Q 5 ch, 10 B takes R mate.

R

Solutions of Knights' Tours.

No. 1.

Our life is but a pilgrimage,
 From birth unto the bier,
 We journey onward as the Knight,
 Our pathway never clear.
 O'er chequered course of sixty-four,
 Through ways that lead astray,
 Now bright, then dark, we travel on,
 Till darkness veils our day.

No. 2.

With nerve of steel and heart of fire
 A gallant knight did once aspire
 To roam the land of black and white
 And prove to all his powerful might.
 He started from the king's domain,
 And back again to it he came
 Without missing one single square—
 Nor resting twice on any there.

No. 3.

"You that choose not by the view,
 Chance as fair, and choose as true !
 Since this fortune falls to you,
 Be content, and seek no new.
 If you be well pleas'd with this,
 And hold your fortune for your bliss,
 Turn you where your lady is,
 And claim her with a loving kiss."

Merchant of Venice, Act iii., Scene ii.

No. 4.

Dear Chess, I sing a lay to thee—
 A noble theme for minstrelsy ;
 To thy famed science much I owe,
 What happy hours thou canst bestow !
 How many friends I hold most dear,
 In thy charmed circle all appear.
 May "Happy Christmas" each them bless,
 And "New-year" bring them fresh success.

Answer to Arithmetical Problem.



1,073, 741, 824 cargoes, less one grain.

Solution :

If 1lb. weighs $7489\frac{2}{3}$ grains.

1 ton weighs $7489\frac{2}{3} \times 2240 = 16,777,216$ grains.

1 doubled 8 times = 256 the total of 8 squares + 1

$256^8 - 1$ = The total for 64 squares.

Since $256^3 = 16,777,216$ the No. of grains to a ton.

$256^8 \div 256^3 = 256^5$ the No. of tons on 64 squares.

As each cargo contains 1024 (256×4) tons

$$256^5 \div 256 \times 4 = \frac{256^4}{4} = 256^3 \times 64$$

And $256^3 \times 64 = 1073,741,824$

The No. of cargoes less one grain.

(The actual No. of grains by weight in 16 ounces would be 7680 reckoning 480 to the ounce.) And in round numbers the amount obtained for the 64 squares would be just *One Billion Tons.*

C. G. COOPER.



Solutions of Puzzles.



No. 1.

Black's last move was P at Q B 2 to Q B 4, White played P at Q Kt 5 to B 6, with the intention of taking P *en pas*. Therefore remove Black's Q B P dis mate. Black could not have played P at K 2 to K 4 as his K's P is at K R 5.

No. 2.

"The board must be so placed during play that each combatant has a white square in his right hand corner," &c. B. C. A. Law 1.

Adjust the board by giving it a quarter turn to the left. If it were turned a quarter to the right the position would be an impossible one, *i.e.*, the Black B behind the Black P. White plays first, according to the general rule. Black played last, his move was P at Q Kt 2 to Q Kt 4, he could not have played any other. Therefore White 1 P takes P *en pas* mate.

No. 3.

WHITE.

1. To mate, R to Kt 3
1. To sui-mate, P takes Q and becomes a *Black King*, &c.

BLACK.

1. To mate, K takes R
1. To sui-mate, Kt takes B ch, &c.

Notwithstanding the memo. many young solvers (and old ones too) have had a hard wrestle with this production, but all to no purpose, it was the first of its kind published. The consequence was that many communications were received by the composer doubting his sanity, denouncing the problem as a fraud and threatening that if they caught him on the other side of the channel they would give him a taste of their wrath. The receiver of these communications thought that the channel was a mighty fine affair !

No. 4.

It will be seen that none of the pieces on either side could have made a capture, as the Pawns took everything that is off the board, and the position shows that none of the Pawns that did take could have moved last. Black's King could not have been played last, as all the squares round him are covered, nor could the Kt at Kt 8 or the White King would have been in check; and if the P had come last from K B 2 the White B would be out of place at K 8. The last move of Black's must have been therefore P to Kt 8 becoming a Kt.

No. 5.

White's last move was P at K R 4 takes B. Replace P at K R 4 and Black's B at K Kt 4. Then Black plays Kt takes Kt, and in consequence of White having made two moves in succession, and according to B. C. A. Law 5, which says—

“If, in the course of a game, a player moves a man when it is not his turn to play, he must retract the said move; and, after his adversary has moved, must play the man wrongly moved, if it can be played legally,” White is bound to play P takes B which gives dis mate.

NOTES—PROVING THE POSSIBILITY OF THE POSITION.

The White Pawns make ten captures. Q R P at K 6, and Q B P at K R 7 made nine. K R P at Kt 5 made one. The other White Pawns stand on their own files, none of them having taken anything. The men placed behind them show that none but the K R P could have played on last move. The White Kt could not have played last as it had nothing to take. The K R P is the only Pawn that made a capture on a black square, and the Black K B being off the board it follows that it was it the R P took.

No. 6.

WHITE.

1. Kt to Q 6 ch.
2. R to Q sq, half of castling.
2. K to B sq, half of castling.

BLACK.

1. K to B 4
- If 1. K to Kt 6, or Q 6

Castling requires two distinct operations, moving the King and moving the Rook. Each part separately may be termed half a move, since both operations are only one move. In each variation above, White performs one only of the two operations. He says he intends to castle, but does not complete the move ; hence the stalemate is effected in one and a half moves.

No. 7.

1 K takes P, 1 any, 2 Q or Kt mates acc.

No. 8.

Black's last move was P at K 2 to K 4, White played P at K B 5 to K 6 with the intention of taking P *en pas*. Therefore, 1 Remove Black's K P, 1 any, 2 Q or Kt mates acc. White can mate in two moves by 1 P to K 7, 1 any, 2 Q or Kt mates acc.

No. 9.

1 Q to Q R 2, 1 any, 2 mates acc.

No. 10.

1 P to K B 4, 1 any, 2 Q mates acc.

No more "Old maid" need e'er be played,
 If fair ones turn to Chess ;
 For problems state "to play and mate,"
 But key-move they must guess.

Hence, lassies all, in cot or hall,
 Try *Chessmen* small and great ;
 They e'er act fair upon the square,
 And play to find a mate.

No. 11.

13 solutions, viz., 1 B to any square, 1 Q to Kt 5 ch and 1 Q to B 5 ch, &c.

No. 12.

White's last move was P at K Kt 5 takes Q. Replace P at K Kt 5, and Black Q at K B 3. Then—

WHITE.

1. P to Q 4 ch
2. Q to Kt 4 ch

BLACK.

1. Q takes P
2. Q takes Q mate.

White's Kt P is the only P that made a capture. It could not have taken a R, as the R's did not play out; they were captured by White pieces. Black's third piece off the board being the Q, it follows that it was her Majesty the K Kt P took. White's Q B P and K P stand on their own files, neither having made a capture; and the pieces placed behind them show that neither of them could have played last. The White Q could not have played on last move, otherwise the Black K would have been in check.

No. 13.

White's last move was P at Q B 2 takes B at Q 6.

PROOF.

White's Pawns must have made nine captures to get into their present positions; of these, *eight* captures must have been on the Black squares. Now one of the Black pieces taken must have been the Q B running on the White squares, and the only P which captured on a White square was the Q B P now on Q 3—therefore replace the Q B P on its original square, and place the Black Bishop on its Q 6. Then—

WHITE.

1. Q to K B 5 ch
2. P to Kt 4 ch

BLACK.

1. B takes Q ch
2. B takes P mate.

The P at Kt 7 moved along the diagonal from Q Kt 2 and could not have played last, because of the Queen behind it, nor for a similar reason could the P at K B 4. If the K B P had played last, moving by a capture to Kt 3, the B Bishop could not be where it is. The Queen could not have played last for the Black King would then have been in check, and it is obvious none of the other White pieces could have made the last move.

No. 14.

Remove the Black Pawn from Kt 4 to Kt 3, the White P from Q 7 to Q 6, and the Black K from B 2 to K 3. Then—

- | | | |
|----------------|------------------------|----------------------|
| WHITE. | BLACK. | WHITE. |
| 1. Q to K 3 ch | 1. K takes P or to B 2 | 2. Q takes K P mate. |
| | 1. K to B 4 | 2. R to B 8 mate. |

Black's last move could not have been P from Kt 2 to Kt 4, as the Black B had already played. The eight Black Pawns being on the board shows that there was no exchange made, and their position proves that they have captured eight White men, consequently the B did not take a man, and this proves that it did not move last, it would not be allowable to suppose the White K to have remained in check to the R.

It was announced that White for his last move played the P on the Q's file.

Black for his second last move could not have played any other but K to B 2, his third square being the only one uncovered by the enemy, it naturally follows that it was from it he moved.

No. 15.

Black castled on his last move. Replace K at K sq and R at R sq. White's last move was B at Q 5 to R 8 ; replace the B at Q 5. Black's second last move was P at Q Kt 2 to Kt 3 ; replace P at Q Kt 2. Then—

- | | |
|----------------------|-------------|
| WHITE. | BLACK. |
| 1. R takes R ch | 1. K to Q 2 |
| 2. Q takes B P mate. | |

PROOF.

White lost a Rook only, it was taken at K B 6 by Black's K P. Black made no other capture, consequently his Q P at Q 7 did not play from B 6, his K R P played on to K R 8 where it was promoted to a piece, this piece and five others were captured by White's Pawns only. None of White's pieces made a capture, his Q P at Q R 5 took three, and his K's, K B's and K R P's took one man each. Black could not have played Q Kt P or K P on last move otherwise the White B's could not be where they are, he could not have played R from K sq to B sq as then the White K would have been in check, and he did not play K from R sq as White's R did not capture R P. White's last move—B at Q 5 to R 8—is the only one which would allow of Black's second last move.

No. 16.

White can mate in three moves by—1 Q takes P ch, 1 K to K 3, 2 B to Kt 4 ch, 2 P to B 4, 3 P takes P *en pas* mate, 1 K to B 3, 2 B to R 4 ch, 2 P to Kt 4, 3 P takes P *en pas* mate.

White can mate in two moves and a half by playing as above to the third move, then make only half of P takes P *en pas*.

No. 17.

White originally gave the odds of Q R which does not debar him from castling. Therefore—

- | WHITE. | BLACK. |
|-------------------|---------------------|
| 1. Castles Q side | 1. P takes Kt |
| 2. B to Q B 5 | 2. P to K 6 |
| 3. B to K 2 | 3. P takes Kt mate. |

B. C. A. Law 10, says "When the odds of Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in Castling, and as though the Rooks were on the board."

No. 18.

1 Castles K side, 1 K to Kt 6, 2 Kt to K 2 ch, 2 K to R 6, 3 B to Kt 2 mate. Two other variations.

This solution may also startle some of our less experienced solvers there being no Rook with which to perform the Castling. Like No. 17 it is framed on B C. A. Law 10.

No. 19.

This puzzle depends on a literal interpretation of B. C. A. Law 13, which does not name the colour of the man to be selected when the Pawn has reached the eighth square.

White to checkmate.—1 B takes Kt, 1 any, 2 mates acc.

White to stalemate.—1 Kt to B 5 ch, 1 Kt takes Kt, 2 B takes Kt ch, 2 Kt covers, 3 P takes B becoming a *Black Knight* stalemate.

White to selfmate.—1 Kt to B 5 ch, 1 Kt takes Kt, 2 B takes Kt ch, 2 Kt covers, 3 P takes B becoming a *Black Pawn*, 3 P moves dis mate.

Black to checkmate.—1 B takes P dis ch, 1 Kt covers ch, 2 R takes Kt ch, 2 R takes R, 3 R takes R ch mate.

Black to selfmate.—1 B takes P dis ch, 1 Kt covers ch, 2 R takes Kt ch, 2 R takes R, 3 Kt takes P ch, 3 Kt takes Kt mate.

No. 20.

THE PERILOUS POSITION.

Black, for his last move, is supposed to have played P at K B 2 to B 4, White played P at K Kt 5 to K B 6, with the intention of taking *en pas*. Therefore—

WHITE.	BLACK.	WHITE.
1. Take K B P	1. K to B 5	2. Kt to Kt 6 mate
	1. K to Q 5	2. Kt to B 6 mate
	1. P to K 6	2. Q takes P mate
	1. P to Q 5	2. Q to B 5 mate.

No. 21.

THE IRISH DIAMOND.

WHITE.	BLACK.	WHITE.
1. Q to Q Kt 3	1. B to Q 3	2. Q to B 7 mate
	1. B to B 4	2. B takes B mate
	1. B to R 6	2. Q takes B mate
	1. P to R 5	2. Q takes B mate
	1. K to Q 3	2. Q to K 6 mate

POSITION 1.

Black's last move was P at Q Kt 2 to Kt 4. White plays P takes P *en pas*, the first half of the move he accomplishes by playing P to Kt 6 dis mate.

POSITION 2.

Black's last move was P at K Kt 2 to Kt 4. White is after playing P at K B 5 to Kt 6 with the intention of taking P *en pas*, therefore complete the move by removing the Black P at Kt 4 dis mate.

An analysis of these positions will show that Black could not have made any other move for his last except those given.

No. 22.

END-GAME—BLUNDERBUSS V. SLABDASH.

The position of the end-game resolves itself into a problem wherein it will be seen that the only move which Black could have played for his last was P at Q Kt 5 takes Kt. Retract that move, then, it being White's turn to play, he announces mate in two moves. To effect this, White plays 1 Kt to Kt 5. Black must, according to the British Chess Association Laws, play 1 P to Kt 6. White, 2 Kt takes P mate. *Land and Water* says:—"This composition has created much interest amongst expert solvers."

No. 23.

(See pages 133 and 134.)

No. 24.

CHECKMATED.

1 R to Q R 5, 1 P takes Kt (a), 2 R to K 5 ch, 2 K to B 5 or Q 5, 3 P to K 3 mate. (a) 1 B takes Kt or B to B 5 (b), 2 B to K Kt 2 ch, 2 R interposes, 3 P takes R mate. (b) 1 B takes P ch (c), 2 Q takes B ch, 2 R interposes, 3 P takes R mate. (c) 1 Any other, 2 Kt to Kt 5 ch, 2 K moves, 3 P mates acc.

This extraordinary end-game, which occurred between the still more extraordinary opponents (or will we say combatants?) has caused not only amusement and merriment to some, but confusion and consternation to others. Amongst the many communications we have received we find several very droll but ineffectual attempts at the solution. We never thought until now that a weak and simple Pawn could place so many strong solvers *hors de combat*.—*Mutlock Register*.



J. E. Wheatley & Co., Printers, New Street, Huddersfield.

The British Chess Magazine

EDITED BY

JOHN WATKINSON,

WITH THE CO-OPERATION OF

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Annual Subscription, 6/- *in advance*, post free to all parts of the world.
Single Copies, 8d.

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HUDDERSFIELD: J. E. WHEATLEY & Co., NEW-STREET.

LONDON: TRÜBNER & Co., LUDGATE HILL.

NEW YORK: BRENTANO, 5, UNION SQUARE.

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